



International Shooting Sport Federation
Internationaler Schiess-Sportverband e.V.
Fédération Internationale de Tir Sportif
Federación Internacional de Tiro Deportivo

SHOTGUN RULES

FOR

Trap

Double Trap

Skeet

Edition 2013

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9.1 GENERAL

9.1.1 These Rules are part of the ISSF Technical Rules and apply to all Shotgun events.

9.1.2 All athletes, team leaders and officials must be familiar with the ISSF Rules and must ensure that these Rules are enforced. It is the responsibility of each athlete to comply with the Rules.

USAS 9.1.2A All shooter, team leaders and officials must be familiar with the USA Shooting rules and must ensure that these rules are enforced

9.1.3 When a Rule refers to right-handed athletes, the reverse of that Rule refers to left-handed athletes.

9.1.4 Unless a Rule applies specifically to a men's or a women's event, it must apply uniformly to both men's and women's events.

9.1.5 Where figures and tables in these rules contain specific information, the specific information in these figures and tables has the same authority as the numbered rules.

9.2 SAFETY

SAFETY IS OF PARAMOUNT IMPORTANCE

See ISSF General Technical Rules, Rule 6.2.

9.2.1 The safety of athletes, range personnel and spectators requires continued and careful attention to gun handling and caution in moving about the range. It is strongly recommended that all personnel operating forward of the firing line should wear high visibility vests or jackets. Self discipline is necessary on the part of all.

9.2.2 CARRYING GUNS

To ensure safety, all shotguns, even when empty, must be handled with maximum care at all times (penalty - possible **DISQUALIFICATION**).

- Conventional double barrel guns must be carried empty with the breech visibly open;
- Semi-automatic guns must be carried with the breech bolt visibly open, with a safety flag inserted, and the muzzle pointed in as safe direction, up to the sky or down towards the ground only;

(USA Shooting Clarification: USAS will enforce this rule. Safety flags may be constructed of plastic filament line inserted through the breech and reaching out past the end of the barrel. A piece of tape or some other item may be used to prevent the line from falling through the barrel.)

- Shotguns not in use must be placed in a gun rack, locked gun case, armory or other secure place;
- All shotguns must be kept unloaded except on the shooting station and only then after the command or signal "**START**" has been given;



- Cartridges must not be loaded in the gun until the athlete is standing on the shooting station, facing the traps with the gun pointed towards the target flight area and after the Referee has given permission;
- When shooting is interrupted, the gun must be opened and any cartridges and cartridge cases must be removed;
- No athlete may turn from the shooting station before his gun is open and empty;
- After the last shot and before leaving the range or placing the gun on a rack, armory etc., the athlete must ascertain and the Referee must verify that there are no cartridges or cartridge cases in the chamber and / or magazine; and
- The handling of closed guns is prohibited when operating personnel are forward of the firing line.

9.2.3

AIMING

- Aiming exercises are permitted only on designated shooting stations with the permission of the Referee, or in designated supervised areas;
- Aiming or shooting at another athlete's targets or deliberately aiming or shooting at live birds or other animals is prohibited; and
- Aiming in any area other than in designated areas is prohibited.

9.2.4

SHOOTING AND TEST FIRING

- Shots may be fired only when it is the athlete's turn and the target has been thrown;
- By permission of the Referee, test firing of guns (a maximum of two (2) shots) is permitted for each athlete on each day of competition immediately prior to the start of his first round of the day;
- Test firing of guns is also permitted for each athlete prior to the start of Finals or any shoot-offs before the Finals;
- Test shots **must not be fired into the ground** within the shooting areas; and
- Test firing of a shotgun after a gun repair is permitted, but it must be arranged with the Referee or the Chief Range Officer.

9.2.5

"STOP" COMMAND

- When the command or the signal **"STOP"** is given, shooting must stop immediately and all athletes must unload their shotguns and make them safe;
- No gun may then be closed until the command to continue (**"START"**) has been given;



- Shooting may only be resumed at the appropriate command ("**START**") or signal; and
- Any athlete who handles a closed gun after the "**STOP**" command has been given, without the permission of the Referee, may be disqualified.

9.2.6

COMMANDS

- All range commands must be given in the English language;
- The Referees or other appropriate range officials are responsible for giving the commands "**START**," "**STOP**" and other necessary commands; and
- The Referees must then ascertain that the commands are obeyed and that all shotguns are handled safely.

9.2.7

EYE AND EAR PROTECTION

- All athletes and other persons in the vicinity of the firing line are urged to wear ear plugs, ear muffs, or similar adequate ear protection;
- Ear protectors incorporating any type of radio receiving device are not permitted; and
- All athletes, Referees and officials are urged to wear shatterproof shooting glasses or similar eye protection.

9.3

RANGE AND TARGET STANDARDS

Clay target standards are found in the General Technical Rules (Rule 6.3.7). Range standards for Shotgun ranges are found in the General Technical Rules (6.4.17-6.4.21)

9.4

EQUIPMENT AND AMMUNITION

9.4.1

EQUIPMENT CONTROL

The Jury must implement a program of Equipment Control for inspecting guns, clothing and other equipment. The Jury has the right to examine any item of an athlete's equipment including clothing. Team leaders are held equally responsible for their team member's proper use of equipment in accordance with these rules. All athletes must present themselves to Equipment Control during the published times. A one (1) point penalty will be imposed for any athlete failing to attend during these times.

(USA Shooting Clarification: USAS and USAS sanctioned matches will only enforce this rule when the program states there will be equipment control inspections for the match. Equipment control may also be announced by a Match Director's Bulletin.)

9.4.2

SHOTGUNS

9.4.2.1

Types of Shotguns

All types of smoothbore shotguns, including semi-automatics, but excluding pump action shotguns, may be used, provided their caliber does not exceed 12 gauge. Shotguns smaller than 12 gauge may be used.



9.4.2.2 Release Triggers

Guns with any type of "release" trigger actions are prohibited.

9.4.2.3 Slings

Slings or straps on guns are prohibited.

9.4.2.4 Magazines

Guns with magazines must have the magazine blocked so that it is not possible to put more than one (1) cartridge in the magazine.

9.4.2.5 Changing Guns

The changing of properly functioning guns or parts of guns, including interchangeable chokes, is not permitted in the same round.

9.4.2.6 Compensators

The addition of compensators and similar devices fitted to gun barrels is permitted for Skeet, but prohibited in Trap and Double Trap.

9.4.2.7 Ported Barrels and Ported Interchangeable Chokes

- Ported barrels are permitted, provided they do not extend back further than 20 cm as measured from the end of the muzzle; and
- Ported interchangeable chokes are permitted, provided their porting plus any barrel porting does not exceed 20 cm as measured from the muzzle end of the interchangeable fitted choke.

9.4.2.8 Optical Sights

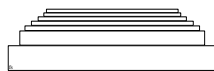
All devices fitted to the gun that have magnifying, light emitting, forward lead displacement properties, or that give visual enhancement of the target, are prohibited.

9.4.3 AMMUNITION

9.4.3.1 Cartridge Specifications

Cartridges permitted in ISSF competitions must meet the following specifications:

- Case length after firing must not exceed 70 mm;
- Shot charge must not exceed 24.5 g;
- Pellets must be spherical in shape;
- Pellets must be made of lead, lead alloy or of any other ISSF-approved material;
- Pellets must not exceed 2.6 mm in diameter;
- Pellets may be plated;
- Black powder, tracer, incendiary, or other special types of cartridges are prohibited; and
- No internal changes may be made which will give an extra or special dispersion effect, such as the inverse loading of components, crossing devices, etc.



USAS 9.4.3.1A

At USA Shooting sanctioned competitions, Match Directors may allow up to 1 1/8th oz loads if it is stated in the program. No national records may be set or National Teams may be made if 1 1/8th loads are used. No National Team Records may be set if any team member uses more than a 24.5 g load.

- pellets must be spherical in shape
- pellets must be made of lead, lead alloy or of any other ISSF approved material
- pellets must not exceed 2.6 mm in diameter
- pellets may be plated
- black powder, tracer, incendiary, or other special type cartridges are prohibited
- no internal changes may be made which will give an extra or special dispersion effect, such as the inverse loading of components, crossing devices, etc.

9.4.3.2

Cartridge Inspection

The Jury must implement a cartridge inspection program that must be designed to cause minimal interference to the shooting or athletes during the competition:

- The Referee or Jury Member may remove an unfired cartridge from the athlete's gun for inspection;
- A Jury member or the Referee may take an athlete's cartridges for inspection at anytime when the athlete is in the shooting area;
- If an athlete uses guns or ammunition which are not in accordance with these rules the Jury may decide that all targets fired at with such guns or such ammunition may be declared "**LOST**"; and
- If the Jury finds that the athlete has committed such a violation deliberately, it may disqualify him from the competition. If, however, the Jury finds that the athlete could not reasonably be aware of the fault and that he, through the fault, has attained no essential advantage, the Jury may decide not to impose a penalty.

9.5

COMPETITION OFFICIALS

9.5.1

GENERAL

All persons who are designated to serve as an official in ISSF competitions must possess a valid qualification appropriate to the level of the competition. When on duty, all Jury Members are required to wear the ISSF Jury (red) Vest that must be purchased from ISSF Headquarters. When on duty, all Referees are required to wear the ISSF Shotgun Referee (blue) Vest that must be purchased from ISSF Headquarters.

9.5.2

JURY

9.5.2.1

Duties Before the Competition Starts



The Jury must ensure that the following conform to ISSF regulations;

- The ranges;
- The targets are correctly set; and
- The organization of the competition.

9.5.2.2

Duties During the Competition

The function of the Jury is to:

- Supervise the competition;
- Advise and assist the Organizing Committee;
- Ensure the correct application of the shooting regulations;
- Check the competitor's gun, ammunition and equipment;
- Check that the targets are set correctly after a trap machine breakdown;
- Deal with protests that are properly submitted;
- Enforce the ISSF Eligibility , ISSF Commercial Rights and ISSF Sponsorship/Advertising Rules;
- Make decisions regarding penalties;
- Implement sanctions where appropriate; and
- Make decisions in any cases that are not provided for in the Rules, or are against the spirit of these rules.

USAS 9.5.3A

In USA Shooting sanctioned events, a minimum of one person should be named to fulfill the following positions. The organizing committee may appoint more individuals as it deems necessary.

9.5.3

CHIEF RANGE OFFICER

9.5.3.1

The Chief Range Officer is appointed by the Organizing Committee. He should have a wide experience in shotgun shooting and a thorough knowledge of shotguns and range equipment. He should hold a valid ISSF Shotgun Referees or Judges License.

USAS 9.5.3.1A

The Chief Range Officer or Chief Referee is appointed by USA Shooting. An ISSF license is preferred but not required however, an USAS license is required

9.5.3.2

The Chief Range Officer is responsible for:

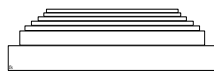
- Fulfilling all technical and logistic issues with regard to preparation and proper conduct of a competition; and
- Performing all duties listed below in close co-operation with the Technical Delegate, Jury, Organizing Committee, Chief of Referees, the Classification office and other staff members.

9.5.3.3

The duties of the Chief Range Officer are:

- To give instruction and to supervise preparation of the shooting ranges according to technical and safety requirements as described in the ISSF Technical Rules, relevant to the Shotgun championships events;
- To give instructions and supervise preparation of auxiliary facilities such as gun and ammunition storage, technical

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service, means of communication between the shooting ranges, technical personnel etc.;

- To give direction and supervise the preparation of clay targets for training and competition;
- To provide special ("Flash") targets filled with colored powder for the Finals rounds and any shoot-offs in the Finals;
- **In USA Shooting sanctioned events, "Flash" targets for Finals and shoot-offs are recommended but not required.**
- To ensure that the traps are adjusted according to the settings of the day;
- To ensure that all necessary range systems are functioning properly;
- To ensure that all range equipment is on each range and properly placed (large scoreboard, seats for Assistant Referees, facilities for the athletes, scorekeepers etc.);
- To provide a metric scale which will weigh in decimals the shot charges and clay targets;
- To provide instruments to check the dimensions of targets and shot;
- To assist the Organizing Committee to prepare training shooting schedules as well as shooting programs for the competition;
- To assist the Organizing Committee to prepare technical meetings for competition officials and team leaders;
- To make decisions, with the approval of the Jury, regarding change of competition times and range allocations and interruption of the shooting on the ranges, for safety or other reasons; and
- Instruct operating staff regarding the traps, release systems etc. with particular regard to safety.

9.5.4

CHIEF OF REFEREES

9.5.4.1

The Chief of Referees must be appointed by the Organizing Committee. He must possess an ISSF Shotgun Referees License and must have a wide experience in shotgun shooting, a thorough knowledge of shotguns and of the ISSF Rules applying to the competition.

USAS 9.5.4.1A

It is recommended that a USA Shooting licensed referee be appointed as the Chief Referee for USA Shooting sanctioned matches.

9.5.4.2

The duties of the Chief of Referees, in general, are:

- To assist the Organizing Committee in the selection and appointment of the Referees;
- To supervise the Referees and Assistant Referees;
- To give instruction and information to the Referees and Assistant Referees;
- To prepare the schedules and assignments for the Referees;
- To make decisions in cooperation with the Jury, such as when and on which ranges a competitor who had to leave his



squad to repair a gun malfunction or was declared **"ABSENT"** may be permitted to complete his round; and

- to keep the Chief Range Officer informed of any difficulties, failures etc. on the ranges;

9.5.5

REFEREES

9.5.5.1

Referees must be appointed by the Organizing Committee in co-operation with the Chief of Referees and must:

- Possess an ISSF Shotgun Referees License and a current Eyesight Certificate;
- Have wide experience in shotgun shooting; and
- Have a thorough knowledge of Shotgun and ISSF Rules applying to the competition.

USAS 9.5.5.1A

It is recommended that USA Shooting licensed referees be appointed for USA Shooting sanctioned matches.

9.5.5.2

The main functions of the Referee are:

- To check that the correct squad of athletes is present on the range before the start of a round;
- To ensure that the correct procedure is used to declare an athlete **"ABSENT"** (see **Rule for "ABSENT" athlete**);
- To make immediate decisions regarding **HIT** targets (in all doubtful cases or a disagreement made by the athlete, the Referee **must** consult with the Assistant Referees before making a final decision);
- To make immediate decisions regarding **LOST** targets (the Referee must give a clear and distinct signal for all targets declared **"LOST"**);
- To make immediate decisions regarding **"NO TARGETS"** and **IRREGULAR** targets (if possible, the Referee must call **"NO TARGET"** or give some signal before the athlete fires);
- To issue **WARNINGS** or automatic **DEDUCTIONS** for rule violations where appropriate;
- To ensure that the result of each shot is correctly recorded;
- To ensure that the athletes are not disturbed;
- To monitor illegal coaching;
- To rule on any protests received from an athlete;
- To rule on disabled guns;
- To rule on malfunctions;
- To ensure the correct conduct of the round; and
- To ensure the application of the safety rules.

Note: Irregular targets require an immediate decision by the Referee

9.5.5.3

Warnings Issued by the Referee

- The Referee must give warnings for rule violations (**YELLOW CARD**) and must note such warnings on the official range score card; but



- The Referee may not assess penalties or disqualifications that fall under the responsibility of the Jury.

USAS 9.5.5.3A

In USA Shooting sanctioned competitions, the use of cards as detailed above is not required. The actions may be expressed verbally but must still be documented appropriately in all cases

9.5.6

ASSISTANT REFEREES

9.5.6.1

The Referee must be assisted by two (2) or three (3) Assistant Referees:

- Who are usually appointed in rotation from among the athletes who fired in the previous squad;
- All athletes must serve in this function when designated;
- The Organizing Committee may provide substitute qualified Assistant Referees;
- The Referee may accept experienced substitutes; and
- A coach must not be a substitute if there is an athlete of the same nation in the squad.

9.5.6.2

The main duties of an Assistant Referee are:

- To watch each target thrown;
- To carefully observe whether a target is broken before the shot is fired;
- To give, immediately after a shot, a signal to the Referee if he/she observes that in his/her opinion the target(s) is/are "LOST";
- If required, to mark the result of the Referee's decision regarding each shot on the official scorecard;
- If asked, to advise the Referee on any other matters relating to the targets;
- To be positioned in such a way that they can observe the whole unobstructed shooting area; and
- To indicate to the Referee in a Skeet event if the target is not hit within the boundaries.

9.5.6.3

Absent Designated Assistant Referee

If an athlete has been designated as an Assistant Referee and fails to present himself to give a plausible reason for refusing to serve or to provide an acceptable substitute, he must be penalized by the Jury by the deduction of one (1) point from his final result for each refusal.

Continued refusals may result in disqualification from the competition.

9.5.6.4

Advising the Referee

The Referee must always make the final decision. If any Assistant Referee is in disagreement, it is his duty to advise the Referee by lifting an arm or otherwise attracting his attention. The Referee must then arrive at a final decision.

9.6

SHOOTING EVENTS AND COMPETITION PROCEDURES



9.6.1

SHOTGUN EVENTS ARE:

TRAP MEN and TRAP WOMEN

DOUBLE TRAP MEN and DOUBLE TRAP WOMEN

SKEET MEN and SKEET WOMEN

The programs for each event are:

EVENT	Number of Targets	
	Individual Men	Individual Women
Trap (in rounds of 25)	125 + Finals	75 + Finals
Double Trap (in 5 or 4 rounds of 30 targets each)	150 + Finals	120
Skeet (in rounds of 25)	125 + Finals	75 + Finals

USA Shooting Clarification: USAS will adopt this format in 2013 for National Matches.

USAS 9.6.1.1A

At USA Shooting National Records will be recognized. See USA Shooting General Regulations section 7.

USAS 9.6.1.1B

The organizing committee may host a Double Trap event of 150 targets for women.

USAS 9.6.1.1C

After the match targets (according to the program) the six shooters with the best results may compete in a Finals round to decide the winner.

9.6.2

TRAINING

9.6.2.1

Pre-Event Training

- Must be provided for each event the day before the commencement of the official competition on the same ranges and the same make and color of targets as are to be used in the official competition; and
- All training times must be allocated fairly between those athletes present so that no advantage is given.

9.6.2.2

Unofficial Training

All range availability for unofficial training is the responsibility of the Organizing Committee, which must:

- Ensure that unofficial training must not interfere with any scheduled competition events;
- Be allocated fairly between those nations present so that no advantage is given; and
- Ensure that all team leaders present are informed of any unofficial training schedules.

9.7

COMPETITION RULES FOR TRAP

9.7.1

Conduct of a Round of Trap

Each squad member, with sufficient ammunition and all equipment necessary to complete the round, must occupy a shooting station in the order shown on the scorecard. The sixth athlete must stand

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in the marked area (station 6) behind station 1 ready to move to station 1 as soon as the first athlete has shot at a regular target and the result is known. The Referee must take charge and when all preliminary procedures are completed (names, numbers, Assistants Referees, viewing of targets, test firing etc.) give the command "**START.**"

9.7.2

Method

- When the first athlete is ready to fire, he must raise the gun to the shoulder and call clearly "**PULL,**" "**LOS,**" "**GO**" or some other signal or command, after which the target must be thrown at once;
- When the result of the shot(s) is/are known the second athlete must do likewise, followed by the third athlete and so on;
- When the athlete has called for the target it must be released immediately, allowing only for human reaction time to press a button if the release is manual;
- Two (2) shots may be fired at each target except that in Finals Rounds and any shoot-offs before and after the Finals, only one (1) cartridge must be loaded;
- After athlete No.1 has fired at a regular target, he must prepare to move to station 2 as soon as the athlete on station 2 has fired at a regular target; the other athletes in the squad must, on their stations, do likewise in rotation from left to right;
- This whole sequence must continue until all athletes have each shot at 25 targets;
- Once the round has started an athlete may close the gun only after the previous athlete has completed his turn;
- An athlete having shot must not leave the station before the athlete on the right has fired at a regular target and a result is registered, except when the athlete has completed shooting on station 5; in this case he must proceed immediately to Station 6, being careful not to disturb the athletes who are on the line as he passes by;
- All guns must be carried **OPEN** when moving between Stations 1 to 5 and **OPEN** and **UNLOADED** between 5 to 6 and 6 to 1.
- Any athlete who loads his/her shotgun on Station 6 must be given an initial WARNING (Yellow card); any further occurrences in the same round will result in DISQUALIFICATION; and
- No athlete having shot on one (1) station may proceed towards the next station in such a way as to interfere with another athlete or match officials.

9.7.3

Preparation Time Limit

- An athlete must take his/her position, close the gun and call for the target within twelve (12) seconds after the previous athlete has fired at a regular target and the result is



registered, or after the Referee has given the command “**START**”;

- In case of non-compliance with this time limit, the penalties provided in the rules will be applied; and
- Where squads consist of five (5) or less athletes, preparation time must be extended to give the athlete leaving Station 5 sufficient additional time to arrive at Station 1.

(USA Shooting Clarification: USAS will adopt this in National competitions and recommends this rule be used in USAS sanctioned competitions.)

9.7.4 Interruptions

If a round of shooting is interrupted for more than five (5) minutes because of a technical malfunction that is not the fault of an athlete, the squad must be allowed to view one (1) regular target from each machine in the group on which the interruption occurred before the competition resumes.

If a technical malfunction requires a restart of the target sequencer, scoring must continue from the point where the malfunction or restart commences and no protest regarding the uneven distribution of targets will be considered.

9.7.5 TARGET DISTANCES, ANGLES and ELEVATIONS

9.7.5.1 Trap Setting Table

Each trap machine must be set before the start of the competition each day to one (1) of the trap setting **Tables I - IX** drawn by lot, under the supervision of the Technical Delegate and Jury.

USAS 9.7.5.1A The organizing committee may decide the manner in which it will change target settings.

USAS 9.7.5.1B The organizing committee may elect to change settings after any number of targets. All competitors must have fired the same number of targets on each setting before the settings can be changed.

9.7.5.2 Preferred Special Settings for the Trap Event

Two (2) Day Competition (75 +50)

	1st DAY	2nd DAY
	75 Targets	50 Targets
3 Ranges	3 settings (different setting for each range)	Changed -but same setting for all ranges
4 Ranges	Same setting for all ranges	Changed but same setting for ranges 1 and 3 and changed but same setting for ranges 2 and 4
or Two (2) Day Competition (50 +75)		
	1st DAY	2nd DAY
	50 Targets	75 Targets
3 Ranges	Same setting for all ranges	Changed but different setting for each range
4 Ranges	Same setting for ranges 1 and 3 and different – but same	Changed but different setting for each range



	setting for ranges 2 and 4	
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Three (3) Day Competition (50+50+25)			
	1st DAY	2nd DAY	3rd DAY
	50 Targets	50 Targets	25 Targets
3 Ranges	Same setting for all ranges	3 settings (changed but different setting for each range)	
or			
3 Ranges	Same setting for all ranges	Changed – but same setting for all ranges	Changed – but same setting for all ranges
4 Ranges	Same setting for ranges 1 and 3 and different – but same setting for ranges 2 and 4	Changed – but same setting for all ranges	Changed – but same setting for all ranges

or			
4 Ranges	Different setting for each range		Changed – but same setting for all ranges
or Three (3) Day Competition (50+25+50)			
	1st DAY	2nd DAY	3rd DAY
	50 Targets	25 Targets	50 Targets
3 Ranges	3 settings (different setting for each range)		Changed –but same setting for all ranges
4 Ranges	Same setting for ranges 1 and 3 and different – but same setting for ranges 2 and 4	Changed -but same setting for all ranges	Changed –but same setting for ranges 1 and 3 and different – but same setting for ranges 2 and 4
or Three (3) Day Competition (25+50+50)			
	1st DAY	2nd DAY	3rd DAY
	25 Targets	50 Targets	50 Targets
3 Ranges	3 settings (different setting for each range)		Changed -but same setting for all ranges
4 Ranges	Same setting for all ranges	Changed –but same setting for ranges 1 and 3 and different – but same setting for ranges 2 and 4	Changed –but same setting for ranges 1 and 3 and different – but same setting for ranges 2 and 4
Two (2) or Three (3) DAY Competitions			
5 Ranges	5 settings (different setting for each range)		

If the above special settings are not used then the squads must be scheduled in such a way that, if possible, each squad should shoot:

- On each range in use the same number of times;



- On particular setting the same number of times.
- If the Organizing Committee together with the Jury decide that the Trap competition for any group of athletes (e.g.: men, women or juniors) is to be conducted on only one (1) separate range, the settings must be changed after all athletes in this group have completed fifty (50) targets (except in a World Cup Final competition).

9.7.5.3 Target Limits

Targets must be set according to the selected schemes in **Tables 1 - 9** and within the following limits:

- Height at 10 m -- 1.5 m to 3.0 m with a tolerance of ± 0.15 m;
- Angle -- maximum 45 degrees left or right; and
- Distance -- 76.0 m ± 1.0 m (as measured from the front edge of the pit roof).

9.7.5.4 Trap Setting Procedure

Each machine must be set to throw the target as follows:

- Adjust angle to the zero (0) degrees, straight forward position;
- Measure height at 10m forward of the front edge of trap pit roof;
- Adjust spring tension and height to obtain the required elevation and distance; and
- Adjust to required angle as measured from a position immediately above the center of each machine, on the top of the trap pit roof.

9.7.6 JURY CHECKS

9.7.6.1 Trial Targets

- Each range must be set before the start of the competition each day, these settings must be examined, approved and sealed by the Jury;
- Each day, after the traps have been adjusted and approved by the Jury, one (1) trial target must be thrown from each machine, in sequence, before the start of the competition;
- Trial targets may be observed by the athletes; and
- All athletes, Coaches and Team Officials are prohibited from entering the trap pits after the Jury has examined and approved the trap settings.

9.7.6.2 Irregular Trajectory

Any target flying along a path other than that specified in angle, elevation or distance must be considered irregular.

9.7.7 REFUSED TARGET

An athlete may refuse a target if:

- A target is not released immediately after the athlete's call;



- The athlete is visibly disturbed; and
- The Referee agrees that the target was irregular.

Procedure by Athlete -- The athlete refusing a target must indicate this by opening the gun and raising an arm. The Referee must then give his decision.

9.7.8

"NO TARGET"

9.7.8.1

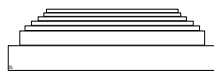
A **"NO TARGET"** target is one that is not thrown according to these Rules:

- A **"NO TARGET"** decision is always the Referee's responsibility;
- A target declared a **"NO TARGET"** by the Referee must always be repeated from the same trap (whether hit or not). However the athlete may not refuse it even if he considers that it was thrown from another machine in the same group; and
- A referee should attempt to call **"NO TARGET"** before the athlete fires. However, if the Referee calls **"NO TARGET"** as, or immediately after the athlete has fired, the Referee's decision must stand and the target must be repeated regardless of whether the target was HIT or not.

9.7.8.2

A **"NO TARGET"** target must be declared even if the athlete has fired when:

- A broken or irregular target emerges;
- A target of a distinctly different color from that of the others being used in the competition or pre event training is thrown;
- Two (2) targets are thrown;
- The target is thrown from a machine in another group;
- An athlete shoots out of turn;
- Another athlete fires at the same target;
- The Referee is satisfied that the athlete, after calling for the target, was visibly disturbed by some external cause;
- The Referee detects an initial violation of the athlete's foot position in a round;
- The Referee detects an initial violation of the time limit;
- The Referee, for any reason, can not decide whether the target was HIT or not, (in such cases the Referee must always consult the Assistant Referees before announcing the decision);
- The shot is discharged involuntarily before the athlete has called for the target (however, if the athlete then fires at the target with the second shot, the result must be scored); and
- The first shot is a miss and the athlete's second shot misfires due to an allowable malfunction of either the gun or the cartridge. In this case the target must be repeated and **must be missed with the first shot** and hit only with the second shot. If the target is hit with the first shot, it must be declared **"LOST."**



9.7.8.3

A **"NO TARGET"** target must be declared **provided that the Athlete has NOT fired** when:

- A target is thrown before the athlete's call;
- A target is not released immediately after the athlete's call (see **Note**);
- A target's trajectory is irregular (see **Note**);
- There is an allowable malfunction of gun or cartridge; and
- The athlete's first shot misfires due to an allowable malfunction of either gun or cartridge and he does not fire the second shot; If the second shot was fired, the result of that shot must be scored.

Note: Unless the Referee calls **"NO TARGET"** before or immediately after the athlete fires, no claim for an irregular target must be permitted if the target was fired upon, when the irregularity claim is based solely upon an alleged "Quick Pull" or an alleged "Slow Pull" or a deviation from the prescribed lines of flight. Otherwise if the athlete fires the result must be recorded.

9.7.8.4

A target must be declared **"LOST"** when:

- It is not hit during its flight;
- It is only "dusted" and no visible piece is broken from it;
- An athlete, for no permitted reason, does not shoot at a regular target for which he has called;
- After a malfunction of gun or cartridge, an athlete opens the gun or moves the safety catch before the Referee has inspected the gun;
- An athlete suffers a third or subsequent malfunction of gun or cartridge in the same round;
- The first shot is a miss and the athlete fails to fire his second shot because he forgot to place a second cartridge in the gun, to release the stop on the magazine of a semi-automatic shotgun, or because the safety has slipped to the "safe" position by recoil of the first shot;
- The athlete is not able to fire his gun because he has not released the safety or has forgotten to load;
- The time limit is violated and the athlete has been warned once already in the same round; and
- The athlete's foot position is violated and the athlete has been warned once already in the same round.

9.8

COMPETITION RULES FOR DOUBLE TRAP

9.8.1

Conduct of a Round of Double Trap

- Each squad member, with sufficient ammunition and all equipment necessary to complete the round, must occupy a shooting station in the order shown on the scorecard;
- The sixth athlete must stand in the marked area behind station 1 (station 6) ready to move to station 1 as soon as the first athlete has shot at a regular Double and the results are known; and

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- The Referee must ensure that all preliminary procedures are completed (names, numbers, Assistants Referees, test firing, viewing of targets etc.) give the command **“START.”**

9.8.2

Method

- When the first athlete is ready to fire, he must raise the gun to the shoulder and call clearly **"PULL," "LOS," "GO"** or some other signal or command, **after which the Double must be thrown immediately;**

USA Shooting Clarification: USA Shooting National matches will be conducted with this rule; clubs wishing to sanction matches that do not have the chip to throw the new method for Double Trap must contact USAS Competitions about this when sanctioning a match.)

- When the result of the shots are known the second athlete must do likewise, followed by the third athlete and so on;
- After the first athlete has fired at a regular Double, he must prepare to move to station 2 as soon as the athlete on station 2 has fired at a regular Double. The other athletes in the squad must, on their stations, do likewise in rotation from left to right;
- This whole sequence must continue until all athletes have each shot at the required number of Doubles;
- Once the round has started an athlete may close the gun only after the previous athlete has completed his turn;
- An athlete having shot, must not leave the station before the athlete on the right has fired at a regular Double and the results are registered, except when the athlete has completed shooting on station 5. In this case, he must proceed immediately to station 6, being careful not to disturb the athletes who are on the line as he passes by;
- All guns must be carried **OPEN** when moving between Stations 1 to 5 and **OPEN** and **UNLOADED** between 5 to 6 and 6 to 1.
- Any athlete who loads his/her shotgun on Station 6 must be given an initial WARNING (Yellow card); any further occurrences in the same round will result in DISQUALIFICATION;

(USA Shooting Clarification: USAS will adopt this rule for all National matches. It is recommended for USAS sanctioned matches.) and

- No athlete having shot on one station may proceed towards the next station in such a way as to interfere with another athlete or match officials.

9.8.3

Preparation Time Limit

- An athlete must take his/her position, close the gun and call for the Double within twelve (12) seconds after the previous athlete has fired at a regular Double and the result is registered, or after the Referee has given the command **“START;”**
- in case of non-compliance with this time limit, the penalties provided in these rules will be applied; and



- Where squads consist of five (5) or less athletes, preparation time must be extended to give the athlete leaving station five (5) sufficient additional time to arrive at Station 1.

(USA Shooting Clarification: USAS will adopt this rule in National matches. It is recommended in USAS sanctioned matches.)

9.8.4 Interruption

If a round of shooting is interrupted for more than five (5) minutes because of a technical malfunction that is not the fault of an athlete, before the competition resumes the squad must be allowed to view one (1) regular Double from each scheme.

9.8.5 TARGET DISTANCES, ANGLES and ELEVATIONS

Double Trap Setting Table

Each trap machine must be set before the start of the competition each day according to the following Table:

Setting	Trap No.	Angle * (degrees)	Height at 10m (+/- 0.1m)	Distance (+/- 1m)
A	7 (1)	5 Left	3.00 m	55.00 m (as measured from the front edge of the pit roof)
	8 (2)	0	3.50 m	
B	8 (2)	0	3.50 m	
	9 (3)	5 Right	3.00 m	
C	7 (1)	5 Left	3.00 m	
	9 (3)	5 Right	3.00 m	

* **Note:** The angles between trap machines 7-8 and 8-9 must be set to five (5) degrees and between trap machines 7-9 must be set to ten (10) degrees. These angles must not be exceeded. Target distribution shall be random, but each athlete must receive one (1) scheme “A” Double, one (1) scheme “B” Double and one (1) scheme “C” Double on each Station sometime during each round.

(USA Shooting Clarification: USA Shooting National matches will be conducted with this rule; clubs wishing to sanction matches that do not have the chip to throw the new method for Double Trap must contact USAS Competitions about this when sanctioning a match.)

9.8.6 JURY CHECK

Each range must be set before the start of the competition each day. These settings must be examined, approved and sealed by the Jury.

9.8.6.1 Trial Targets

- Each day, after the traps have been adjusted and approved by the Jury, one (1) trial regular Double must be thrown for each setting one (1) scheme "A", one (1) scheme "B" and one (1) scheme "C" before each round;
- Trial targets may be observed by the athletes; and
- All athletes, coaches and team officials are prohibited from entering the trap pits after the Jury has examined and approved the trap settings.



9.8.6.2

Shoot-off Settings

All Double Trap shoot-offs before the Finals must be conducted as described in Rule 9.15.5.3. Shoot-offs in or after the Finals must be conducted according to Rule 9.17.2.9.

Shoot-offs before the Finals may take place on any designated range. Shoot-offs in or after the Finals must take place on the Finals range.

9.8.6.3

Irregular trajectory

Any target flying along a path other than that specified in angle, elevation or distance must be considered irregular.

9.8.7

REFUSED DOUBLE

An athlete may refuse to shoot at a Double if:

- The Double is not released immediately after the athlete's call;
- The athlete is visibly disturbed; and
- The Referee agrees that either of the targets were irregular.

Procedure by Athlete -- The athlete refusing a target must indicate this by opening the gun and raising an arm. The Referee must then give his decision.

9.8.8

"NO TARGET" DOUBLE

9.8.8.1

A "**NO TARGET**" Double occurs when either or both targets are not thrown according to these Rules:

- A "**NO TARGET**" decision is always the Referee's responsibility;
- A Double declared as a "**NO TARGET**" by the Referee must always be repeated whether either or both targets were HIT or not; and
- A Referee should attempt to call "**NO TARGET**" Double before the athlete fires. However, if the Referee calls "**NO TARGET**" as, or immediately after the athlete has fired, the Referee's decision must stand and the targets must be repeated regardless of whether either target of the Double was HIT or not.

9.8.8.2

A "**NO TARGET**" Double must be declared even if the Athlete has fired when:

- A broken or irregular target emerges;
- A target of a distinctly different color from that of the others being used in the competition or pre-event training is thrown;
- Only one (1) target is thrown;
- Both targets are not released simultaneously;
- The targets collide;
- Fragments from one (1) target break the other target;
- The first shot breaks both targets;
- An athlete shoots out of turn;
- Another athlete fires at the same Double;



- Both shots are fired simultaneously;
- The Referee is satisfied that the athlete, after calling for the Double was visibly disturbed by some external cause;
- The Referee detects an initial violation of the athlete's foot position in a round;
- The Referee detects an initial violation of the time limit;
- The Referee, for any reason, can not decide whether either target was HIT or not, (in such cases the Referee must always consult the Assistant Referees **before** announcing the decision); and
- The first shot is a miss and the athlete's second shot misfires due to an allowable malfunction of either the gun or the cartridge. In this case the first target must be declared **"LOST"** and the Double must be repeated to determine the result of the second shot only.

9.8.8.3

A **"NO TARGET"** Double must be declared, **provided that the Athlete has NOT fired** when:

- The Double is thrown before the athlete's call;
- The Double is not released immediately (see Note below);
- Either target's trajectory is irregular (see Note below);
- There is an allowable malfunction of gun or cartridge; and
- The athlete's first shot misfires due to an allowable malfunction of either gun or cartridge and he does not fire the second shot. If the second shot was fired the result of that shot must be scored.

Note: Unless the Referee calls **"NO TARGET"** before, as, or immediately after the athlete fires, no claim for an irregular target must be permitted if the target was fired upon, when the irregularity claim is based solely upon an alleged "Quick Pull" or an alleged "Slow Pull" or a deviation from the prescribed lines of flight. Otherwise if the athlete fires the result must be recorded.

9.8.8.4

A target must be declared "LOST" when:

- It is not HIT during its flight;
- It is only "dusted" and no visible piece is broken from it;
- An athlete, for no permitted reason, does not shoot at a regular Double for which he has called, the targets must be declared **"LOST"** and **"LOST;"**
- An athlete, for no permitted reason, does not shoot a second shot, the result of the first shot must be recorded and the second target declared **"LOST;"**
- The **first shot** is declared **"LOST"** and the athlete fails to fire his second shot because he forgot to place a second cartridge in the gun, to release the stop on the magazine of a semi-automatic shotgun, or because the safety has slipped to the "safe" position by recoil of the first shot the targets must be declared **"LOST"** and **"LOST;"**



- The athlete is not able to fire his gun because he has not released the safety or has forgotten to load, the targets must be declared "**LOST**" and "**LOST**;"
- The time limit is violated and the athlete has been warned once already in the same round the targets must be declared "**LOST**" and "**LOST**;" and
- The athlete's foot position is violated and the athlete has been warned once already in the same round the targets must be declared "**LOST**" and "**LOST**."

Result in the case of a Malfunction:

- The athlete shoots at the first target but an allowable malfunction prevents the firing of a second shot, the result of the first shot shall be recorded and the Double repeated to determine the result of the second shot only;
- After a malfunction of gun or cartridge, the athlete is unable to fire a **first shot** and he opens the gun or touches the safety catch before the Referee has inspected the gun, the targets must be declared "**LOST**" and "**LOST**;"
- After a malfunction of gun or cartridge, the athlete is unable to fire a **second shot** and he opens the gun or touches the safety catch before the Referee has inspected the gun, the result of the first shot must be recorded and the second target must be declared "**LOST**;"
- An athlete suffers a third or subsequent malfunction of gun or cartridge in the same round on the **first shot** the targets must be declared "**LOST**" and "**LOST**;" and
- An athlete suffers a third or subsequent malfunction of gun or cartridge in the same round on the **second shot**, the result of the first shot must be recorded and the second target must be declared "**LOST**."

Result in the event of an Involuntary Discharge when:

- A shot is discharged involuntarily before the athlete calls, the Referee shall declare "**NO TARGET**" and warn the athlete; however, if the same situation occurs for a second or subsequent time in a round, both targets shall be declared "**LOST**";
- A shot is discharged involuntarily **after the athlete calls**, but **before the targets appear**, and he shoots a second shot, the first target shall be declared "**LOST**" and the second target must be scored according to the result of the second shot. However, an athlete is permitted only one (1) occurrence in the same round. If the same situation occurs for a second or subsequent time both targets shall be declared "**LOST**;"
- A shot is discharged involuntarily **after the athlete calls** but **before the targets appear** and he does not shoot a second shot, the first target shall be declared "**LOST**" and the Double must be repeated to determine the result of the second shot only; and



- However, an athlete is permitted only one (1) occurrence in the same round. If the same situation occurs for a second or subsequent time both targets shall be declared **"LOST."**

9.8.8.5 Shooting into the Ground

An athlete who shoots into the ground shall receive an initial WARNING (Yellow Card). For a repetition in the same round, both targets will be declared **"LOST"** whether hit or not.

9.9 COMPETITION RULES FOR SKEET

9.9.1 Conduct of a Round of Skeet

The squad must assemble on the range in an area next to Station 1, with sufficient ammunition and all equipment necessary to complete the round.

The Referee must take charge and when all preliminary procedures are completed (names, numbers, assistant referees, test firing, trial of targets, etc.) give the command **"START."**

9.9.2 Method

After the command **"START"** is given:

- The first athlete must move onto Station 1, load the gun with one (1) cartridge only, adopt the READY POSITION and call clearly **"PULL," "LOS," "GO"** or some other vocal signal or command after which a regular target from the high house must be thrown within an indefinite period varying randomly from zero (0) to a maximum of three (3) seconds;
- When the result of the shot is known, the first athlete must remain on the station, adopt the READY POSITION and load the gun with two (2) cartridges, call and fire at a regular Double;
- When the results of both shots are known the first athlete must leave the station;
- The second athlete must then do likewise, followed by the third athlete and so on until all the members of the squad have each shot the required sequence on Station 1;
- The first athlete must then move onto Station 2 and shoot the required number of targets in the required sequence followed in turn by each member of the squad;
- This rotation will continue until all the required stations have been shot by all members of the squad;
- No athlete in the squad may advance to the station before his shooting turn, before the Referee's order to shoot or before the previous athlete has completed his shooting and has left the station; and
- No athlete having shot on one (1) station may proceed towards the next station until all the members of the squad have completed their shooting on the station or in such a way as to interfere with another athlete or impede the duties of the match officials.



9.9.3

Preparation Time Limits

9.9.3.1

After the Referee has given the signal to **“START”** or after the previous athlete has left the station, within **fifteen (15) seconds** an athlete must:

- Stand with both feet entirely within the station boundaries;
- Take position;
- Load the gun;
- Adopt the READY position; and
- Call for the first target in the required sequence for the station.

9.9.3.2

When a further single target and/or a Double is to be fired at from the same station:

- This should be completed in the shortest time possible;
- But **not to exceed twelve (12) seconds** between the previous shot and calling for the next target or targets, according to the correct order of fire; and
- In case of non-compliance with these time limits, the penalties provided for in these rules will be applied.

9.9.3.3

Target Shooting Sequence for Qualification and "Finals" Rounds

Only one (1) shot may be fired at each target.

STATION	TARGET	ORDER
1	Single	High
	Double	High – Low
2	Single	High
	Double	High – Low
3	Single	High
	Double	High – Low
4	Single	High
	Single	Low
5	Single	Low
	Double	Low – High
6	Single	Low
	Double	Low – High
7	Double	Low - High
4	Double	High – Low
	Double	Low – High
8	Single	High
	Single	Low

9.9.3.4

Procedures for Station 8:

When the squad advances to Station 8, they must stand in their shooting order **behind the Referee** who should be positioned approximately five (5) meters from Station 8 on an imaginary line drawn between the centers of Station 8 and Station 4.



9.9.3.5

After the Referee has declared "**START**" each athlete in turn must:

- Take position for the HIGH house target;
- Load the gun with one (1) cartridge only;
- Adopt the READY position;
- Call for the target; and
- Shoot at the high house target.

Then turn clockwise (to the right , in the direction of the target crossing post):

- Take position for the LOW house target;
- Load the gun with one (1) cartridge only;
- Adopt the READY position;
- Call for the target;
- Shoot at the low house target; and
- When the result of this last shot is known, the athlete must leave the station and move to the rear of the line of the athletes who have still to shoot. Each athlete must do the same in succession

9.9.3.6

CARTRIDGE LOADING SEQUENCE

- On station 8 for both the "High" and "Low" targets, the gun must be loaded with one (1) cartridge only;
- On station 4 where two (2) single targets are to be shot, two (2) cartridges must be loaded before calling for the first single target;
- In case an athlete forgets to load the second barrel in singles on stations where two (2) single targets are to be shot, and after calling for or shooting at the first target remembers and either opens his gun to load or he raises his hand to ask permission of the Referee to load his gun, the target will be declared "**LOST**";
- When shooting is interrupted, the gun must be opened and be made empty; and
- No athlete must turn from the shooting station before his gun is open and empty.

9.9.3.7

TRIAL TARGETS

A regular target from each of the "High" and "Low" houses may be seen by the squad:

- From Station 1 immediately prior to the start of their first round on each day of competition;
- If the Referee declares "**NO TARGET**," the athlete may ask to have one (1) trial target thrown after each irregular target, or one (1) trial double thrown after an irregular double, provided the irregular target was not fired upon or both targets of an irregular double were not fired upon; and
- If a round of shooting is interrupted for more than five (5) minutes because of a technical malfunction that is not the fault of an athlete, before the competition resumes the squad

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must be allowed to view one (1) regular target from each trap.

9.9.3.8 SIGHTING on the RANGES

Aiming and sighting exercises with a closed, but empty gun;

- May be conducted immediately before a round on **Station1 only**, but only with the permission of the Referee;
- An athlete is **not** permitted to go towards any other station prior to the start of the round;
- After the Referee has ordered "**START**" only on **Station 1**, before calling for the target(s), is the athlete permitted to raise the gun to the shoulder and sight for a few seconds for both the Single target and the Double; and
- The athlete must then return to the READY position before calling the target(s).

9.9.3.9 TARGET DISTANCES and ELEVATIONS (see Rule 6.4.21.2)

Skeet traps must be set before the start of the competition according to the specifications. (In calm weather conditions targets must carry a distance of 68.00 m +/- 1.00 m as measured from the face of the house behind stations 1 and 7). The settings must be examined, approved and sealed by the Jury prior to each day of competition.

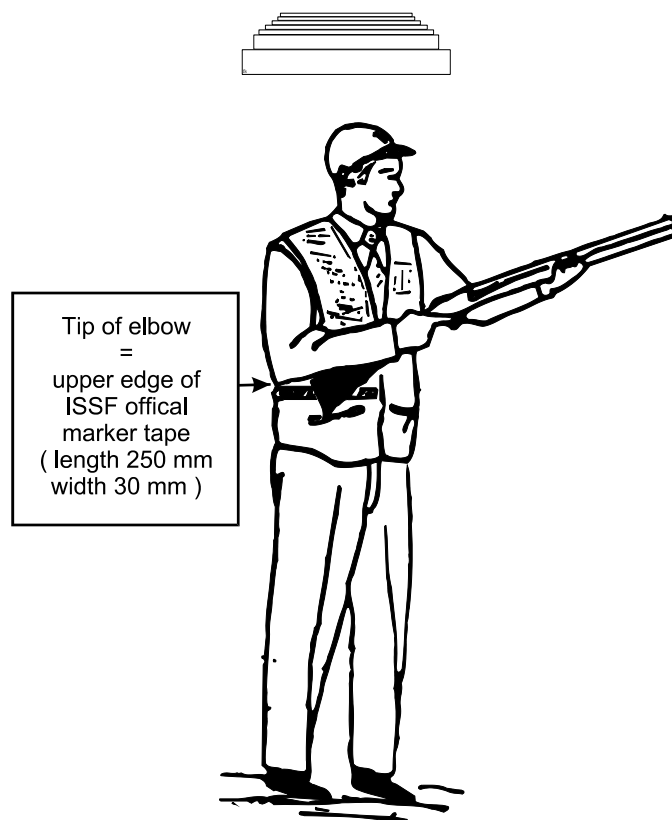
9.9.3.10 Irregular Trajectory

Any target flying along a path other than specified in angle, elevation or distance must be considered irregular.

9.9.3.11 READY POSITION

At the moment the athlete calls and until the target (s) appears the competitor must stand in the **READY** position with:

- Both feet entirely within the shooting station boundaries;
- Holding the gun with both hands;
- The gun stock in contact with body; and
- The toe of the stock on or below the ISSF official marker tape and clearly visible to the Referee standing in the correct position.



9.9.3.12 MARKER TAPE

To aid the Referee in controlling the position of the gun **the ISSF official marker tape** must be affixed to the shooting vest (outer garment).

9.9.3.12.1 The **ISSF official marker tape** must be:

- 250mm long, 30mm wide, yellow in color with a black border and bearing the ISSF logo; and
- Permanently affixed to the appropriate side of the shooting vest.

USAS 9.9.3.12.1A At USA Shooting sanctioned competitions, a marker tape may used that is not the official “ISSF” tape or color. The tape should be a contrasting color from the shooting vest and meet all other ISSF standards outlined in 9.9.3.12.1 above.

9.9.3.12.2 Marker Tape Check

The Jury must implement a program during the hours of pre-event training to check the position of all competitors' official marker tapes. This is a one-time control. After marker tapes are checked, an ISSF clothing seal shall be permanently affixed to the vest. Juries will continue to monitor vests with seals and any athletes who are found to have made changes in the vest or marker tape location will receive a penalty of three (3) points.

9.9.3.12.3 The correct position of the marker tape must be checked as follows:

- All pockets of the shooting vest must be empty;
- The trigger arm, touching the body, must then be bent into the fully closed upward angled position with no upward lift of the shoulders;



- The marker tape must be affixed permanently, horizontally below the tip of the elbow (see drawing above);
- An indelible mark must be made on the shooting vest below the marker tape; and
- All illegal markers will be required to be properly positioned and subjected to re-check before the athlete is permitted to compete.

9.9.3.13

REFUSED TARGET

An athlete may refuse a target if:

- A target is not released within the proper time;
- In a "Double" the targets are not released simultaneously;
- The athlete is visibly disturbed; and
- The Referee agrees that a target was irregular because of a faulty trajectory.

Procedure by the athlete -- The athlete refusing a target must indicate this by opening the gun and raising an arm. The Referee must then give his decision.

9.9.3.14

"NO TARGET"

- A **"NO TARGET"** target is one (1) which is not thrown according to these Rules;
- The **"NO TARGET"** decision is always the Referee's responsibility;
- A target declared **"NO TARGET"** by the Referee must always be repeated whether hit or not; and
- The Referee should attempt to call **"NO TARGET"** before the athlete fires. However, if the Referee calls **"NO TARGET"** or immediately after the athlete has fired, the Referee's decision must stand and the target(s) must be repeated regardless of whether they were **"HIT"** or not.

9.9.3.14.1

A "NO TARGET" or "NO TARGETS" must be declared even if the athlete has fired when:

- A "broken" target emerges;
- A target of distinctly different external color from that of the others being used in the competition or pre event training is thrown;
- Two (2) targets are thrown in "singles";
- A target is thrown from the wrong trap house;
- The athlete's READY position is incorrect and the athlete has not received a previous warning in that round;
- The Referee detects an initial violation of the time limit;
- The Referee detects an initial violation of the athlete's foot position in a round;
- The Referee is satisfied that the athlete was visibly disturbed by some external cause, after calling for the target(s);
- The Referee for some reason, cannot decide whether the target was **"HIT"** , **"LOST"** or **"NO TARGET"**. In this case the



Referee must always consult the assistant Referee before making a final decision; and

- An athlete suffers an allowable malfunction of gun or cartridge.

9.9.3.14.2

A "NO TARGET" must be declared provided the athlete has NOT fired when:

- A target is thrown before the athlete's call;
- A target is thrown after a period exceeding three (3) seconds;
- A target's trajectory is irregular; and
- There is an allowable malfunction of gun or cartridge.

9.9.3.14.3

Additional "NO TARGET" Rules applying to doubles

Both targets must be declared **"NO TARGET"** and a repeat double thrown, to determine the result of both shots when:

- Either target is irregular (see note);
- A single target is thrown in Doubles;
- The first shot breaks both targets (an athlete is permitted only two (2) attempts on any one station, if the same situation occurs for the third time the first target must be declared a **"HIT"** and the second **"LOST"**);
- Fragments from the first target break the second target;
- The targets collide;
- The athlete suffers an allowable malfunction of gun or cartridge and is unable to fire the first shot; or
- Both shots are fired simultaneously.

Note: Unless the Referee calls **"NO TARGET(S)"** before or immediately after the athlete fires, no claim for an irregular target or targets must be permitted if either target was fired upon, when the irregularity claim is based solely upon an alleged QUICK PULL an alleged SLOW PULL or a deviation from the prescribed lines of flight. Otherwise if the athlete fires the result(s) must be recorded.

9.9.3.14.4

Shooting Out of Turn

If an athlete inadvertently shoots out of turn, the result of the shot(s) shall be recorded and the athlete given an official WARNING (Yellow Card). Any repetition in the same round will result in the target(s) shot at being declared **"LOST"** and the matter referred to the Jury. The athlete may be DISQUALIFIED (Red Card).

9.9.3.15

LOST TARGET

A target(s) must also be declared **"LOST"** when:

- It is not **"HIT"**;
- It is **"HIT"** outside the boundaries;
- It is only "dusted" and no visible piece is broken from it;
- An athlete, for no permitted reason, does not shoot at a regular target for which he has called;



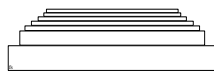
- The athlete is unable to fire his gun because he has not released the safety or has forgotten to load;
- After a malfunction of gun or cartridge , an athlete opens the gun or touches the safety catch before the Referee has inspected the gun;
- An athlete suffers a third or subsequent malfunction in the same round;
- An athlete's READY position is not according to the rules and the athlete has been warned once already (YELLOW CARD) in the same round;
- The athlete's foot position is violated and the athlete has been warned once already (YELLOW CARD) in the same round;
- The time limit is violated and the athlete has been warned once already (YELLOW CARD) in the same round; or
- In singles, a shot is discharged involuntarily **after the athlete has called** for the target but before the target (s) appears.

9.9.3.15.1

Additional "LOST" target rule applying to Doubles

In addition the following must also apply in the case of Doubles:

- When an athlete for no permitted reason fails to fire at the **first target** of a regular double for which he has called the targets shall be declared "**LOST**" and "**LOST**";
- When an athlete for no permitted reason fails to fire at the **second target** of a regular double for which he has called the first target shall be recorded according to the result and the second target shall be declared "**LOST**";
- An athlete misses the first target of the double and **accidentally hits the second target** with the same shot; the first target shall be declared "**LOST**" and the double repeated to determine the result of the second shot only. The athlete must always shoot at both targets in the repeated double(s);
- A shot is discharged **involuntarily after** the athlete has called but **before** the targets appear, the first target shall be declared "**LOST**" and the double must be repeated to determine the result of the second shot only. The athlete must shoot at both targets in the repeated double;
- For a second or subsequent involuntary discharge in the same round the targets must be declared "**LOST**" and "**LOST**" and the Referee shall issue a "WARNING" (YELLOW CARD);
- If an athlete **misses** the first target in a Double and suffers an allowable malfunction on the second shot, the first target must be declared "**LOST**" and the Double repeated to establish the result of the second shot only. The athlete must shoot at both targets in the repeated double; or
- If the athlete **breaks** the first target in a Double and suffers an allowable malfunction on the second shot, the first shot must be declared "**HIT**" and the double repeated to establish



the result of the second shot only. The athlete must shoot at both targets in the repeated double.

9.10 MATCH ADMINISTRATION

9.10.1 SHOOTING SCHEDULES

- Athletes and team officials must be informed of the exact start time, the squad and range schedules and allocated positions within the squads no later than two (2) hours after the Technical Meeting on the day preceding the competition;
- Athletes and team officials must be informed of the range schedules for the pre-event training by 18:00 hours on the day before; and
- If it becomes necessary to change any of the shooting schedules for any reason, the Team Leaders must be informed immediately.

9.10.2 REPLACEMENT of an Athlete

If an athlete has fired a shot in the competition and must withdraw, he may not be replaced. This rule will also apply for competitions composed of several parts or carried out over several days.

9.10.3 PROGRAM INTERRUPTIONS

Once shooting has been started it must continue without interruption according to the program, except for safety reasons, mechanical breakdowns, poor lighting conditions, extreme weather conditions, or other enforced delays in the program that would seriously affect the quality of competition.

Only the Chief Range Officer may interrupt the shooting, with the Jury's approval, in the event of heavy rain, storm or lightning.

9.10.4 SQUADDING

9.10.4.1 Squad Composition

- A squad must be composed of six (6) members except when the drawing does not permit a totally even distribution; and
- Squads of **less than five (5) are not permitted** except when a competitor is declared “**ABSENT**” at the commencement of a round or a competitor has to leave a round for any reason.

USAS 9.10.4.1A In USA Shooting sanctioned competitions, it is permissible to have less than five competitors in a squad.



9.10.4.2 Auxiliary Athletes (“Fillers”)

The Organizing Committee should have available proficient athletes who may be required to act as Auxiliary athletes:

- If the squad consists of less than five (5) members drawn by lot, it should be filled with non-competing athletes of a proficient standard; and
- These auxiliary athletes should have their scores posted in the normal manner on the official scorecard in order to provide continuity. However, their names and nationality must not be listed.

USAS 9.10.4.2A In USA Shooting sanctioned events, auxiliary shooter (walkers) are not required.

9.10.4.3 Squadding Draw

- The drawing for the Qualification Rounds must be made so that the athletes of each country are distributed in such a way that no squad will contain more than one (1) athlete from each nation (except the World Cup Final and Olympic Games if necessary);
- The allocation of athletes to the squads and positions within the squads must be done by the drawing of lots under the supervision of the Technical Delegate(s). This may be done with a computer program suited for this purpose; and
- The random selection of ranges and the division of the rounds must be made under the supervision of the Technical Delegate(s).

9.10.4.4 Squad Adjustments

The Jury, in conjunction with the Organizing Committee, and with the approval of the Technical Delegate(s), may adjust the draw but only to ensure that the requirements of the Squadding Draw are met.

USAS 9.10.4.4A Organizing committees may squad competitors by methods that are not random, i.e. for travel considerations.

9.10.4.5 Shooting Order

The shooting order of the squads and the shooting order within the squads must also be changed from day to day by the Organizing Committee under the supervision of the Jury. This can be by either having the squads and the members of each squad shoot in reverse order or by splitting the squads in a manner agreed by the Jury.

9.11 MALFUNCTIONS

9.11.1 MALFUNCTION DEFINITION

Failure of a properly loaded gun to fire when the trigger is pulled (mechanical failure or misfire), or a defective cartridge that does not deliver its full load when the primer was struck or when a single pull of the trigger or the involuntary operation of both



triggers on a double trigger gun produces a **SIMULTANEOUS DISCHARGE**, shall be recorded as a **MALFUNCTION**.

9.11.2 NUMBER of MALFUNCTIONS PERMITTED

The athlete is permitted a maximum of two (2) malfunctions per round, whether or not he has changed his gun or ammunition.

- All regular target(s) on which any additional malfunction of gun or ammunition occurs in the same round will be declared **"LOST,"** whether or not the athlete attempted to fire.
- If after a malfunction, the Referee agrees with the athlete that the gun is in need of repair, then action may be taken in accordance with the Rules for **"DISABLED SHOTGUNS"** (Rule 9.11.6).

9.11.3 BARREL SELECTION

Where an athlete is using a double-barreled shotgun, it will be assumed that the athlete is firing the bottom barrel first (or right hand barrel, in the case of a side-by-side), unless the athlete indicates to the Referee **before** each of his rounds that he intends otherwise.

9.11.4 PROCEDURE in the EVENT of a MALFUNCTION

Decisions on malfunctions of either gun or cartridge must be made by the Referee.

9.11.4.1 In the event of misfire due to any reason, the athlete must:

- Keep the gun pointed to the target flight area;
- Not open the gun;
- Not touch the safety catch;
- Hand the gun safely to the Referee for examination if asked; and
- Answer any questions from the Referee.

Note: The athlete is responsible for checking the gun after it is returned by the Referee.

9.11.4.2 The following are **not considered malfunctions**:

- Faulty manipulation of the mechanism by the athlete;
- Failure to place a cartridge in the correct chamber of the gun; or
- Any fault attributable to the athlete.

9.11.4.3 Ammunition Malfunctions (Misfires)

Decisions on ammunition malfunctions must be made by the Referee. The following are considered ammunition malfunctions when the **firing pin indentation** is clearly noticeable and:

- The powder charge is not ignited;
- Only the primer fires;
- The powder charge is omitted; or
- Some components of the load remain in the barrel.



Cartridges of the wrong size must **not** be considered as defective ammunition. (Placing a 20 or 16 gauge cartridge into a 12 gauge gun is dangerous and may also subject the individual to penalties for unsafe gun handling).

9.11.5

ACTIONS after MALFUNCTIONS are DECLARED

9.11.5.1

If the Referee decides that the disabled gun or that the malfunctioning of the gun or ammunition is not the fault of the athlete, and that the gun is not repairable quickly enough, the athlete may use another approved gun if it can be obtained within three (3) minutes after the gun has been declared "**DISABLED.**"

OR

9.11.5.2

The athlete may after obtaining the permission of the Referee, leave the squad and finish the remaining targets of the round at a time to be determined by the Chief of Referees.

9.11.6

DISABLED SHOTGUNS

Decisions on disabled shotguns must be made by the Referee.

A shotgun may be considered disabled if:

- It cannot be fired;
- The athlete having already suffered two (2) malfunctions of either gun or ammunition in a round obtains permission from the Referee to change it;
- It fails to eject due to mechanical defect; or
- For any other reason that renders the gun unusable.

9.11.7

PROCEDURES for COMPLETING a MAKE -UP ROUND

9.11.7.1

Trap

The athlete having been allocated a time and Range having the correct scheme, must stand **behind the station to be shot** and be shown all three (3) targets from that group, after which the Referee must give the command "**START.**" The athlete must then move onto the station and shoot in the normal manner. After which he must shoot from the remaining stations in order to complete the round.

9.11.7.2

Double Trap

The athlete having been allocated a time and Range must stand **behind the station to be shot** and there be permitted to view a regular double scheme "A", scheme "B" and scheme "C", after which the Referee must give the command "**START.**" The athlete must then move on to the station and shoot in the normal manner at a double. After which he must shoot from the remaining stations in order to complete the round.



9.11.7.3

Skeet

The athlete having been allocated a Range and time, must stand **behind the station to be shot** and there he will be permitted to view a regular High and Low target, the Referee must then give the command "**START.**" The athlete must then move on to the station and shoot in the normal manner at the required number of targets. After which he must shoot from the remaining stations in order to complete the round.

9.11.8

MAKE-UP ROUND (Score Certification)

The Referee must then ensure that the scores from the "make up" round and the original interrupted round are correctly totalled, signed by the athlete and the Referee, before the card is taken to the Classification Office.

9.12

RULES OF CONDUCT FOR ATHLETES AND OFFICIALS

See Technical Rules – Section 6.

9.12.1

Competitors Clothing (See also Technical Rules – Section 6)

9.12.1.1

Sports trousers, training (warm –up) trousers and jackets, for men and women and similar sports blouses, skirts/ dresses for women are allowed.

9.12.1.2

Open toe or open heeled shoes, sandals or any other similar footwear are not allowed.

9.12.1.3

Shorts with the bottom of the leg not more than 15cm above the center of the knee cap are allowed.

9.12.1.4

Shirts, T-shirts and similar garments with sleeves less than 10 cm in length or without sleeves are not allowed.

Clothing made of camouflage material is prohibited.

9.12.2

Bib (Start) Numbers

Bib (Start) Numbers must be worn by all athletes:

- On their backs and above the waist;
- At all times while participating in pre-event training and in competition;
- If the Bib Number is not worn, the athlete may not commence or continue; and
- the Bib Number must display the allocated number as large as possible but should not be less than 20mm high.

USAS 9.12.2A

Bib numbers are not required in USAS sanctioned matches.

9.12.3

National IOC Identity

The IOC abbreviation of the nation of the athlete and the name and first initial in Latin letters must be displayed (IOC abbreviation at the top) on the back of the shoulder area of the outer shooting garment and above the Bib Number).

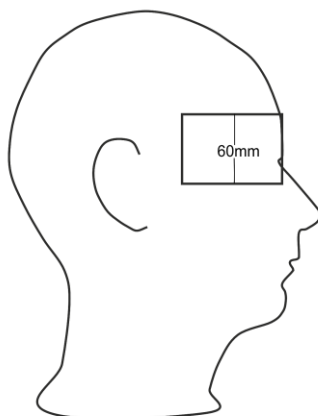


9.12.4

Side Blinders

Side blinders attached to the hat, cap, shooting glasses or to a head band, not exceeding 60 mm in depth are permitted. Blinders must not extend further forward than to a line from the center of the forehead.

(USAS Clarification: New dimension on blinders.)



9.13

TARGETS – REGULAR, IRREGULAR, BROKEN, HIT, LOST AND NO TARGETS

9.13.1

REGULAR TARGET

- A regular target is one (1) whole target called by the athlete and released according to the Rules; and
- A regular double is two (2) whole targets called by the athlete and released simultaneously according to the Rules.

9.13.2

IRREGULAR TARGET

An irregular target is a target that is not thrown according to the Rules. An irregular double occurs when;

- One (1) or both of the targets are irregular;
- The targets are not thrown simultaneously;
- Only one (1) target emerges; or
- Either target emerges “broken”.

9.13.3

“BROKEN” TARGET

- A “broken” target is any target which is not whole in accordance with the General Specifications for Clay Targets; and
- A “broken” target is a “**NO TARGET**” target and must always be repeated.

9.13.4

“HIT” TARGET

- A target is declared as “**HIT**” when a regular target is thrown and hit according to the event Rules and at least one (1) visible piece is broken from it;
- A target that is only “dusted” but from which no visible piece is seen, is not a “**HIT**.”



- Where “flash” (powder filled) targets are used, a target must also be declared as **“HIT”** when there is visible emergence of powder after a shot is fired; and
- All decisions regarding **“HIT,” “LOST,” “IRREGULAR”** or **“NO TARGET”** targets rest finally with the Referee.

Note: It is prohibited to pick up a clay target from the range to determine whether or not it was a **“HIT.”**

9.13.5

“LOST” TARGET(S)

A target(s), must be declared **“LOST”** when:

- It is not hit during its flight within the shooting boundaries;
- It is only “dusted” and no visible piece is broken from it;
- The athlete does not fire at a regular target for which he has called and there is no mechanical or other external reason that has prevented the athlete from firing;
- The athlete is not able to fire his gun for any reason attributable to the fault of the athlete;
- The athlete is not able to fire because he has not released the “safety”, the “safety” has slipped to “safe” or he has forgotten to load;
- In the case of a semi-automatic, the athlete has failed to release the stop on the magazine;
- If after a malfunction the athlete has opened the gun or has touched the safety before the Referee has examined the gun; or
- It is the third or subsequent malfunction in the same round.

9.13.6

“NO TARGETS”

- A **“NO TARGET”** is irrelevant to the competition and must always be repeated;
- The Referee must, if possible, call **“NO TARGET”** before the athlete fires, but if he calls **“NO TARGET”** after the athlete fires a **“NO TARGET”** must be declared regardless of whether the targets were hit or not; and
- After a **“NO TARGET”** is declared the athlete may open the gun and reposition himself.

9.14

CLASSIFICATION AND SCORING PROCEDURES

The Jury Member responsible for shotgun classification and scoring procedures will either be appointed by the ISSF or by the Technical Delegate in conjunction with the Shotgun Jury Chairman from among the appointed Jury Members.

USAS 9.14A

Classification at USAS sanctioned events will be appointed by the match director.

9.14.1

CLASSIFICATION OFFICE

9.14.1.1

It is the duty of the Classification Office **BEFORE** the competition to:

- Prepare score cards for each squad; and



- Ensure that the correct score card is with the correct squad on the correct range.

9.14.1.2

It is the duty of the Classification Office **AFTER** each round to:

- Receive and check the totals of the targets hit and verify results;
- Record scores;
- Post preliminary scores on the public bulletin board immediately; and
- If any result is outstanding because of a protest, such scores must be omitted for the time being and the remaining scores posted.

USAS 9.14.1.2A

At USA Shooting sanctioned competitions, score should be posted as often as deemed necessary the the Match Director.

9.14.1.3

It is the duty of the Classification Office at the **CONCLUSION** of each shooting day to:

- Total the official scores within the shortest possible time;
- Prepare an accurate preliminary results bulletin for distribution to the press, team officials, Jury and Technical Delegate(s);
- Prepare and publish an accurate final results bulletin immediately;
- Publish correct final results lists containing the full family name, full first name (without abbreviations), Bib Numbers and IOC abbreviations of each athlete's Nation as soon as possible after the close of any applicable protest period; and
- The Organizing Committee must retain the range scorecards, which show the results of every target shot at, for a minimum of 12 months after the conclusion of the competition.

9.14.2

SCORING PROCEDURE

Scoring is done officially on each range for each round of 25 targets in Trap and Skeet or 15 doubles in Double Trap events:

- In all ISSF Championships, individual scores must be kept on each range by two (2) separate persons, these are usually Assistant Referees;
- One person must maintain a permanent official scorecard; and
- the second person must maintain a manual scoreboard, except that where an electronic scoreboard is used, it must be maintained by the Referee.

9.14.3

SCOREBOARDS

9.14.3.1

Ranges with Electronic Scoreboards

The Referee must control the operation of the electronic scoreboard.

9.14.3.2

Three (3) persons must be appointed as Assistant Referees as follows:



- The first person must be positioned at the rear of the firing line to maintain a permanent official scorecard;
- The second person must be positioned near to the electronic scoreboard to ensure that the scores are being shown correctly and to advise the Referee immediately if a score is incorrectly registered; and
- The third person must be positioned on the side opposite the electronic scoreboard and also to check that the scores shown on it are registered correctly.

USAS 9.14.3.2A

In USAS sanctioned events, two or three Assistant Referees may be appointed.

9.14.3.3

Visible Scoreboard Errors

If at any stage the visible scoreboard should display an incorrect score, the Referee must stop the shooting and with minimum delay take whatever action is required to correct it. If for any reason, it is not possible to correct the display, the following action will be taken:

- The official scoreboard must be examined and verified up to the point where the electronic scoreboard failed;
- Then, if possible to substitute quickly a manual scoreboard, enter the scores upon it up to the point of failure and continue the round;
- If it is not possible to substitute a manual scoreboard, an additional scorecard must be introduced, the verified scores entered upon it and the round must then continue with the second scorecard under the control of a qualified person appointed by the Chief of Referees; and
- In the event that there is a difference in the recorded scores between the two (2) scorecards, that which is under the control of the official appointed by the Chief of Referees, must prevail.

9.14.3.4

Ranges with Manual Scoreboards

Three (3) persons must be appointed as Assistant Referees, as follows:

- The first person must be positioned at the rear of the firing line to maintain a permanent official scorecard;
- The second person must act as an Assistant Referee and also maintain the manual scoreboard;
- The third person must act as an Assistant Referee on the side opposite the manual scoreboard and also to check that the scores shown on it are registered correctly;
- Each scorer must mark the card or board independently but based only on the decision given by the Referee;
- At the conclusion of each round the results must be compared and the correct scores entered upon the official scorecard before it is delivered to the Classification Office; and



- The scores shown on the manual scoreboard must prevail if there are unresolved differences.

USAS 9.14.3.4A In USAS sanctioned events two or three assistant referees may be appointed.

9.14.4 SCORE CERTIFICATION

When a round is completed and the individual results have been compared, read aloud and agreed by each athlete, the Referee and each athlete must sign or initial the scorecard, unless the athlete does not agree with the result shown for him and it is his intention to make a protest.

9.14.5 RESULTS

9.14.5.1 Individual Events

For each athlete the results of each round must be recorded legibly on official scorecards and the total of the qualification rounds, the Finals and any Shoot-offs must be recorded and the scores ranked in descending order. (Ties – see relevant rules).

9.14.5.2 Team Events

Scores of each team member must be recorded and the number of all targets hit by the team members of each team in each of the Qualification Rounds must be totalled and the team's scores ranked in descending order. (Ties – see relevant rules).

9.15 TIES AND SHOOT-OFFS

USAS 9.15A In USA Shooting sanctioned aggregate events, the breaking of multiple course aggregate ties will use the "Count Back" (9.15.1.2), starting with the last course of fire, then proceeding to the last round of targets, etc.

9.15.1 COMPETITIONS WITH FINALS

Ties in Olympic events for men and women with Finals will be decided according to the following Rules.

9.15.1.1 Ties Before Finals:

- If there are tied scores within the first six (6) athletes, after the qualification rounds, then to determine the order in which such athletes must shoot in the Finals; the "Count Back" rule must apply;
- If the ties can not be broken according to the "Count Back" rule i.e. two or more athletes have perfect scores, the Jury will decide the shooting order for these athletes by drawing of lots;
- When there are more than six (6) eligible athletes for the Finals because of tied scores, i.e. more tied athletes than corresponding places, these ties must be broken by a shoot-off in accordance with the Rules for Trap, Double Trap or Skeet;



- Any athlete who is not in his assigned position and ready to shoot at the official starting time must not be allowed to participate in the shoot-off and will automatically be given the lower place in the shoot-off using his qualification score;
- Whenever possible, tie shooting **before** Finals should take place on a range other than that to be used for the Finals; and
- After a shoot-off to determine the six (6) athletes in the Finals, the shoot-off result will decide the ranking of all athletes who participated in this shoot-off. Any remaining athletes with the same shoot-off result must have their rankings determined according to the "**Count Back**" rule.

9.15.1.2

Count Back Rule

Any ties to be broken by this method must be decided as follows:

- The scores of the last round of 25 targets (Double Trap 15 doubles) must be compared. The winner is the athlete with the highest score in that round;
- In a case where the tie is still not broken, the round **before** last must be compared and if still not broken, the round **before** that and so on; and
- If the results of all the rounds are still equal, ties must be decided by counting **forward** from the **first target** of the **last round** (and if necessary, the next to the last round etc.) until a "zero" (0) is found. The athlete with the most hits in succession before the zero (0) will be given the higher place.

9.15.1.3

Rankings

Individual tied scores ranking 7th place and below, not decided by a shoot-off, must be ranked according to the "**Count Back**" rule.

9.15.2

COMPETITIONS WITHOUT FINALS

9.15.2.1

Individual Ties

Ties in non-Olympic events and categories and other competitions without Finals will be decided as follows;

9.15.2.2

Ties with Perfect Scores

These will not be broken, but will share first place with the names listed in order according to the Latin alphabet (family names). The next rankings must be appropriately numbered.

9.15.2.3

Ties for the First Six (6) Places

These must be decided by a shoot-off:

- Starting positions will be decided by lots, drawn by the Jury;
- When several athletes are tied for more than one (1) ranking place, e.g. two (2) tied for second place (places 2 and 3) and two (2) athletes tied for fifth place (places 5 and 6), they will all shoot off on the same range to determine the individual ranking; and
- The tie for the lowest ranking position will be broken first, followed by the next higher ranking position until all ties are

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broken All tied athletes will be ranked according to the score from the shoot-off series.

9.15.2.4 Ties for 7th Place and Below

Individual tied scores ranking in 7th place and below, not decided by a shoot-off, must be ranked according to the "**Count Back**" rule.

9.15.3 TEAM TIES

If two (2) or more teams have the same scores, rankings must be decided by the combined score of the team members in the last round of targets, then by next to the last round, etc. until the tie is broken.

9.15.4 SHOOT-OFFS

9.15.4.1 General

- If the shoot-off time is not announced in advance, the athletes involved must remain in touch with the competition office whether personally or through their Team Leader in order to be ready to shoot when the shoot-off is called; and
- Any athlete who is not in his assigned position and ready to shoot at the official starting time will be declared "ABSENT," must not be allowed to participate in the shoot-off and will automatically be given the lower place in the shoot-off results using his qualification score.

9.15.4.2 Shoot-offs BEFORE Finals

Shoot-offs **before** Finals must be conducted on standard targets, except when "flash" targets of the same type as those used in the Qualification rounds may be used. Shoot-offs before Finals should start within a maximum of **thirty (30) minutes** after regular shooting is completed.

9.15.4.3 Shoot-offs IN Finals

Shoot-offs in Finals shall be conducted in accordance with Finals tie-breaking rules in 9.17.2.9.

9.15.4.4 Athlete Preparation Time in a Shoot-off

After the Referee gives the command "**START**," or after the preceding athlete has fired at a regular target, an athlete must take position, load his gun and call for the target, or double, within fifteen (15) seconds. In case of non-compliance with this time limit penalties will be applied.

9.15.5 SHOOT-OFF PROCEDURES BEFORE FINALS (Trap, Double Trap, Skeet)

9.15.5.1 SAFETY: No athlete may place a cartridge in any part of the gun until he is standing on the Station and preparing to shoot.

9.15.5.2 TRAP



- All tied athletes must line up behind Station 1 in the order decided by their qualification ranking. Starting on Station 1 they must shoot at regular targets until the tie(s) are broken;
- The first athlete must on command move onto the station, load and call for the target randomly selected from the group in front of Station 1;
- Only one (1) shot is permitted at each target;
- After shooting, the athlete must move to the rear of the athlete(s) who have yet to shoot;
- Each athlete in the tie must in turn do likewise;
- If after all athlete(s) have shot on Station 1 and a tie remains, all athletes in the tie must move to Station 2 and repeat the procedure; and
- This system of shooting Station by Station must continue as long as a tie remains.

9.15.5.3

DOUBLE TRAP

- All tied athletes must line up behind Station 1 in the order decided by their qualification ranking. Starting on Station 1, they must shoot at regular doubles until the tie(s) are broken;
- Before the shoot-off starts, the Referee must show one regular double (Scheme C);
- The first athlete must on command move onto the Station, load and call for the double;
- After shooting, the athlete must leave the Station and go to stand a minimum of 1 m immediately behind the next station;
- All athletes remaining in the tie must in turn do likewise;
- The first athlete must not move onto a Station until the Referee commands "START;"
- The athlete(s) who miss the most number of targets on the respective Station are the losers and must retire; and
- This process will continue until all ties are broken.

9.15.5.4

SKEET

- Before the shoot-off starts, the first athlete must stand immediately behind Station 4 and be permitted to see one (1) regular Double;
- All tied athletes will then shoot in turn on Station 4 in the order that will be decided by the Jury by drawing of lots;
- After the Referee declares "**START**" the first athlete must move on to the Station, load and shoot at a **regular Double (high/low)**. He must then leave the Station and go to the rear of the athletes who have yet to shoot;
- All athletes in the tie must in turn do likewise;
- The athlete(s) who miss the most number of targets after each Double are the losers and must retire;
- All those who are still tied must remain, and the first athlete must then move on to the Station, load and shoot at a **reverse Double (low/high)**. He must then leave the Station and go to the rear of the athletes who have yet to shoot;



- All athletes still in the tie must in turn do likewise; and
- If any ties remain unbroken, this procedure of shooting at a **regular double** and a **reverse double** must continue until all results are determined.

9.16 PROTESTS AND APPEALS

9.16.1 RULE VIOLATIONS

The Jury, the Chief of Referees and the Referee will decide rule violations based on three (3) classes of infringements or violations of the Rules:

- **"OPEN"** – unconcealed;
- **"TECHNICAL"** – minor rule infringements; and
- **"CONCEALED"** – deliberate or very serious breaches of the rules or of safety.

9.16.2 The Jury is responsible for examining and deciding the degree of penalty to be imposed for all reported violations, other than those not imposed automatically from within these rules.

9.16.3 When any rule violation cards are shown, they must be accompanied by the command **"WARNING" (YELLOW CARD)**, **"DEDUCTION" (GREEN CARD)** or **"DISQUALIFICATION" (RED CARD)** as appropriate, in a manner that leaves no doubts in the offender's mind as to the meaning of the action taken. It is not necessary to show a warning card prior to the issuance of any deduction or disqualification card.

9.16.4 "WARNING" (YELLOW CARD)

USAS9.16.4A In USA Shooting sanctioned competitions, the use of cards as detailed below is not required. The action may be expressed verbally but must still be documented as appropriate in all cases.

9.16.4.1 Open violations

In the case of initial open violations of the rules, such as:

- Dress code irregularity;
- Unnecessary interruption of the shooting;
- Receiving illegal coaching during the competition;
- Unauthorized intrusion into the competition area;
- Unsportsmanlike conduct;
- Deliberate attempt to evade the spirit of the rules; or
- Any other incident that requires a warning to be issued.

9.16.4.2 A **"WARNING"** (Yellow Card) indicated on the relevant scorecard by a Jury member, Chief of Referees or Referee, will first be given so that the athlete, Coach or Team Official may have the opportunity to correct the fault.

9.16.4.3 If an athlete does not correct the indicated fault within the stipulated time, penalties will be imposed.



9.16.4.4 In repeated infringements by a coach, or other team official, the Jury will require the offender to leave the vicinity of the shooting range for the remainder of the round and the athlete may be penalized.

9.16.4.5 Technical Violations

In the case of initial **Technical violations** during a competition round such as:

- Foot fault;
- Exceeding the time limit allowed to call for the shot;
- In Skeet, the athlete's READY position is not according to the rules;
- In Skeet, except on station 8, the athlete opens the gun between the two (2) single shots on the same station; or
- Following or pointing with the gun at a "slow" or "fast" pull target without shooting.

9.16.4.6 A “**WARNING**” (Yellow Card) indicated on the relevant scorecard, will be shown to any offending athlete by a Referee.

9.16.4.7 Any target declared as “**LOST**” by the Referee for any second or subsequent occurrences in a round for any of the violations listed must be indicated on the scorecard by the Referee before the card is sent to the classification office.

9.16.5 DEDUCTION (GREEN CARD)

9.16.5.1 Deduction of targets for other offences imposed by at least two (2) Jury Members must be taken from the round in which the offence occurred.

Deduction of one (1) point must be given in each instance for:

- Impeding another athlete in an unsportsmanlike manner;
- Failure to be present or provide a suitable substitute when required to act as Assistant Referee; and
- If when asked to give an explanation for an incident, an athlete consciously and knowingly gives false information.

9.16.5.2 Uncompleted Round

Deduction of all remaining points in the round must be given by a majority of the Jury in instances when an athlete leaves the range without completing the round and without the permission of the Referee.

9.16.5.3 Absent Athlete

If an athlete is not present on the range when his name is checked with the scorecard, the Referee must have the athlete's Bib Number and name called out loudly three (3) times within one (1) minute. If the athlete does not appear by the end of that minute the Referee must declare him “**ABSENT**” and he **must not** be allowed to join the squad and shooting must start without him.

9.16.5.4 Make up Round of Absent Athlete



- A competitor who is declared “**ABSENT**” must present himself to the Chief of Referees before the squad has finished that round and request permission to shoot the missed round. Failure to do so may result in disqualification; and

The athlete will then be permitted to shoot the missed round at a time and on the range decided by the Chief of Referees with a deduction of three (3) points to be applied against the first three (3) targets hit in the make-up round. The athlete should, if possible, shoot a make-up round on the same range as the one he had to leave.

9.16.5.5 Exceptional circumstances

If an athlete arrives late for a competition or fails to present himself to the Chief of Referees before the squad has finished that round and it can be proved that the lateness was due to circumstances beyond his control, the Jury must whenever possible give him the opportunity to take part without disruption of the overall shooting program. In this case the Chief Referee will determine when and where he will shoot and no penalty will be imposed.

9.16.6 DISQUALIFICATION (RED CARD)

9.16.6.1 A disqualification may only be given by decision of a majority of the Jury.

9.16.6.2 Disqualification of an athlete, or the banning of a Team Official or coach from the shooting ranges may be given for:

- Serious breaches of safety and violations of the safety rules;
- Handling a gun in a dangerous manner (repeated accidental discharges may be a cause for consideration);
- Handling of a loaded gun after a “**STOP**” command has been given;
- Repetition of incidents that have already been the subject of a warning or deduction;
- Deliberate use of cartridges not in accordance with ISSF rules to obtain advantages;
- Deliberate abuse of any team or range official;
- Continued refusal by an athlete to act as an Assistant Referee;
- Deliberate failure to shoot a previously missed round;
- Consciously and knowingly giving false information in a deliberate attempt to conceal the facts in serious cases; and
- Cases where violations are deliberately concealed.

9.16.7 DISQUALIFICATION in FINALS

If an athlete is disqualified for any reason during a Finals he will be ranked as last of the participating Finalists, but will retain his qualification score in the published results.



9.16.8 VERBAL PROTESTS

9.16.8.1 Right to Protest

Any athlete or team official has the right to protest regarding a condition of the competition, or a decision or action **immediately and verbally** to a competition official (Jury member, Chief Range Officer, Chief of Referees, etc).

9.16.8.2 Such protests may be made on the following matters:

- That ISSF Rules were not followed;
- That the current competition program was not followed;
- Disagreement with a decision or action of any competition official or Jury member; and
- That an athlete was impeded or disturbed by another athlete, a competition official, spectators, the media or other persons or causes.

Note: Only the athlete concerned may query a decision by the Referee on a **“HIT,” “LOST,” “NO TARGET”** or **“IRREGULAR”** target by taking action as in Rule 9.16.8.1.

9.16.8.3 Competition officials receiving any verbal protests must consider these immediately and take immediate action to correct the situation or refer the matter to the Jury for a decision. Shooting may be temporarily stopped if absolutely necessary.

9.16.9 WRITTEN PROTESTS

9.16.9.1 Right to Protest

- Any athlete or team official who does not agree with the action or decision taken on a verbal protest may make a formal protest in writing to the Jury; or
- A written protest may be submitted without first making a verbal protest.

9.16.9.2 Protest Time Limit

Any written protest must be **received within twenty (20) minutes** after the end of the round in which the incident is alleged to have occurred. The protest must be accompanied by the appropriate fee.

USAS 9.16.9.2A At USA Shooting sanctioned competitions, if a competitor must fulfill Assistant Referee (flanker) duties immediately after a round for which they wish to file a protest, the protest must be filed immediately after the flanking round.

9.16.10 APPEALS

9.16.10.1 Right to Appeal

In the event of a disagreement with a Jury decision the matter may be submitted to the Jury of Appeal, except that decisions by a Finals Protest Jury may not be appealed. The Finals Protest Jury for Shotgun Finals shall be composed of two (2) members of the Shotgun Jury and one (1) member of the Jury of Appeal as



decided by the Technical Delegate and Shotgun Jury Chairman (see also Rule 9.17.2.6).

USAS 9.16.10.1A At all USA Shooting sanctioned events, the decision of the match jury is final and may not be appealed. No Jury of Appeal will be appointed.

9.16.10.2 Appeal Time Limit

Such appeals must be submitted in writing **not later than twenty (20) minutes** after the Jury decision has been announced. The appeal must be accompanied by the appropriate fee.

9.16.10.3 Jury of Appeal Decision

The decision of the Jury of Appeal or Finals Protest Jury is **FINAL**.

9.16.11 DISAGREEMENT with a REFEREE'S DECISION

9.16.11.1 Action by Athlete

- If an athlete disagrees with a Referee's decision regarding a particular target he must act immediately **before the next athlete fires**, raising an arm and saying "**PROTEST;**" and
- The Referee **must** then temporarily interrupt the shooting and after hearing the opinions of the Assistant Referees, make his decision.

9.16.11.2 Action by Team Official

- If a team official is not satisfied with the final decision of the Referee, except for **HIT, LOST, NO TARGET** or **IRREGULAR** targets, he must not delay the shooting, but must attract the attention of the Referee who will make a notation on the scorecard that the athlete is continuing under protest; and
- The protest must be resolved by the Jury.

9.17 FINALS IN OLYMPIC SHOTGUN EVENTS

9.17.1 FINALS FORMAT:

- The full program (Rule 3.3.2) must be fired in each Olympic Event as a Qualification for the Finals. The six (6) highest-ranking athletes in the Qualification advance to the Finals.
- Finals consist of two (2) Stages, a Semifinal and two (2) Medal Matches;
- Finalists start at zero for each Finals Stage; scores from the Qualification or Semifinal are not carried forward; and
- After the Semifinal, the first and second place athletes advance to the Gold Medal Match; the third and fourth place athletes in the Semifinal advance to the Bronze Medal Match. The fifth and sixth place athletes are eliminated.

9.17.2 GENERAL FINALS PROCEDURES

(USA Shooting Clarification: USA Shooting will be using the new Final format for National Matches. Currently, the dropping of the qualification score is under review)



and may or may not be used for Selection Matches. Any Final format not matching the format outlined below will be clearly outlined in the Match Program. It is recommended that clubs and sanctioned matches use the new format so that shooters become accustomed to it.)

9.17.2.1

Reporting Time:

- Athletes in the Semifinal must report to the Finals Range not later than 15 minutes before the Semifinal Start Time;
- A one (1) point penalty will be deducted from the score of the first hit in the Semifinal Stage if the athlete does not report on time;
- Athletes must report with their equipment, competition clothing and national team uniform that may be worn in the awards ceremony. The Jury must confirm that all finalists are present and that their names and nations are correctly recorded in the results system and on the scoreboards. Juries must complete equipment checks as soon as possible after the athlete reports; and
- Any finalist who does not report for the start of the Presentation for any Stage in which they are squadded will not start and will be ranked last in that Stage.

9.17.2.2

Start Time. The Start Time for the Semifinal is when the command “**START**” is given for the first MATCH shot.

9.17.2.3

Start Positions and Bib Numbers. Starting positions in the Semifinal and Medal Matches are decided according to the Qualification ranking. New Bib Numbers (1-6) will be issued (number 6 will be issued to the highest ranking athlete in the Qualification Ranking etc.). In all Finals Stages, athletes will shoot in Bib Number order (lowest number shoots first).

9.17.2.4

Test Firing and Showing Targets. Before the start of the Semifinal, targets must be shown and athletes must be permitted to test fire.

9.17.2.5

Special Equipment. Finals Ranges should be equipped with a loudspeaker system for the Announcer to use, seating for the Jury and the coach of each finalist, an official scoreboard (electronic or manual) and a count-down clock.

9.17.2.6

Finals Officials. The conduct and supervision of Finals shall be done by the following personnel:

- **Referee.** An experienced official with an ISSF Shotgun Referee License shall conduct the Final;
- **Competition Jury.** The Competition Jury shall supervise the conduct of the Final. One (1) Jury Member must be designated as the Jury Member-in-Charge;
- **Finals Protest Jury.** One (1) member of the Jury of Appeal, the Jury Member-in-Charge and one (1) other member of the Competition Jury, as designated by the Technical Delegate



and Jury Chairman, shall decide any protests that may be made during the Final;

- **Technical Officer.** The Official Results Provider appoints the Technical Officer to prepare and operate the technical scoring system and the graphic display of results. In case of technical problems that may influence the Final, he will contact the Jury Member-in-Charge and the Referee directly so appropriate decisions may be taken quickly; and
- **Announcer.** An official designated by the Organizing Committee shall be responsible for introducing Finalists, announcing scores and providing information to spectators.

USAS 9.17.2.6

In USA Shooting sanctioned competitions, an announcer is not required.

Competition Procedures. Finals Round competitions in the Semi-Finals and Medal Matches are conducted according to these Finals Procedures. The Shotgun Technical Rules for each event also apply to the Finals except where differences are described in this rule (Rule 9.17).

Trap. In the Semifinal, athletes in places 1-2-3 will occupy stations 2-3-4. Athletes in places 4-5-6 will wait behind stations 2-3-4 in marked designated positions. After each athlete has shot on a station, he must move to the marked designated position at the rear of the next station. The athlete who has been waiting behind the station will occupy that station after it is vacated. In the Medal Matches, the two (2) athletes will at the start occupy Stations 2 and 3 (lowest Bib Number on Station 2). Finalists shoot on Stations 2-3-4 only. Athletes shoot one target on each Station and then advance. Finalists shoot one shot only. Each Finals Stage consists of 15 targets. During each Stage, finalists will shoot two (2) left, one (1) center and two (2) right targets on each station.

- **Skeet.** Finalists shoot on stations 3, 4, 5 and 4 in that order (lowest Bib numbered athlete starts). Finalists shoot one (1) regular double and one (1) reverse double on each station. Each Finals Round stage consists of 16 targets.
- **Double Trap.** In the Semifinal, athletes in places 1-2-3 will occupy stations 2-3-4. Athletes in places 4-5-6 will wait behind stations 2-3-4 in marked designated positions. After each athlete has shot on a station, he must move to the marked designated position at the rear of the next station. The athlete who has been waiting behind the station will occupy that station after it is vacated. In the Medal Matches, the two (2) athletes will at the start occupy Stations 2 and 3 (lowest Bib Number on Station 2). Finalists shoot on Stations 2-3-4 only. Athletes shoot one double on each Station and then advance. Each Finals Stage consists of 15 doubles. During each Stage, finalists will shoot two (2) Scheme A, two



(2) Scheme B and one (1) Scheme C doubles on each station..

9.17.2.7

Tie-Breaking, Fifth and Sixth Places. The two (2) finalists who are eliminated after the Semifinal will be ranked according to their Semifinal scores. Ties will be broken by applying the countback rule to Semifinal scores. If the tie is not broken, tied athletes will be ranked according to their Qualification ranking.

9.17.2.8

Tie-Breaking (Shoot-off) Procedures. Ties involving second or fourth place at the end of a Semifinal or ties at the end of Medal Matches will be broken by shoot-offs. In case of more than one tie at the end of a Semifinal, the lowest position tie will be broken first. The starting positions for tied athletes in shoot-offs will be decided according to the Bib Numbers (lowest number shoots first). Shoot-offs will be conducted according to the following rules.

- **Trap.** All tied athletes must line up behind Station 2 in Bib Number order. The first athlete must on command move onto the station, load and call for a target randomly selected from the group in front of Station 2. After shooting, the athlete must move to the rear of the athlete(s) who have yet to shoot. Each athlete in the tie must in turn do likewise. If after all athletes have shot on Station 2 and a tie remains all athletes in the tie must move to Station 3 and repeat the procedure. If ties still remain the same procedure applies to Station 4. This system of shooting Station by Station (return to Station 2) must continue as long as a tie remains.
- **Double Trap.** All tied athletes must line up behind Station 2 in Bib Number order. Finals shoot-offs will use Scheme C only. The first athlete must on command move onto the Station, load and call for the double. After shooting, the athlete must leave the Station and go to stand a minimum of 1 m immediately behind the next station. All athletes remaining in the tie must in turn do likewise. The first athlete must not move onto a Station until the Referee commands "START." The athlete(s) who miss the most number of targets on the respective Station are the losers and must retire. This process will continue on Stations 2, 3 and 4 until all ties are broken.
- **Skeet.** Ties are broken by returning to station 3 where the tied athletes shoot a regular double; if the tie is not broken with the first double, they shoot a reverse double on that station; if the tie is not broken they advance to station 4 to shoot a regular double, and if the tie is not broken a reverse double; this sequence continues on station 5 and then back to station 3, etc. until the tie is broken.



9.17.3

PROCEDURE FOR CONDUCTING FINALS

Time	Stage	Procedure
15:00 minutes before	Semifinalists Report	Team Leaders are responsible for ensuring that their athletes report at the Finals Range on time (Rule 9.17.2.1).
10:00 minutes before	Target Showing and Test Fire	The Referee will authorize the athletes in the Semifinal to complete their warm-ups and test fire shots and show the targets according to the rules for each event.
5:00 minutes before	Assemble for Introductions	The six (6) athletes in the Semifinal, the Referee and the Jury Member-in-Charge must report to a designated presentation area in the center of the range.
4:00 minutes before	Introduction of Finalists	<p>The Announcer will introduce, in Bib Number order, the athletes in first Semifinal by giving the name, Qualification result and brief information about each finalist's most important accomplishments. Finalists will be introduced in order starting with the athlete on the left (as they face the audience).</p> <p>The Announcer will also introduce the Referee and the Jury Member-in-Charge.</p>
1:00 minute before	Semifinal Preparation	One (1) minute before the first Semifinal shot, the Referee will instruct the athletes to go to their shooting stations.
0:00 minute before	Finals Starts	<p>The Referee will instruct the first athlete to begin with the command "START." Each athlete in Trap or Double Trap has fifteen (15) seconds to call for each target or double.</p> <p>In Skeet, on every station, each finalist has fifteen (15) seconds after the previous athlete has left the station, or the Referee has called "START," to call for the first target(s) to be shot on that station. Any further targets to be shot on the same station by the same athlete must be called for within twelve (12) seconds of the previous shot(s).</p>
Scoreboard Pause		The Referee will instruct the finalists in Trap and Double Trap to pause after all athletes have fired at the same number of targets or after all Skeet finalists complete one station. Television productions will use this pause to display current scores and rankings in their productions. The Announcer will make brief comments about the athletes and scores. After 12-15 seconds, the Referee will instruct the first athlete to start the next shot with the command " READY. "
Stage Completion		At the end of the Semifinal, the Jury Member-in-Charge must immediately determine if there are any ties. If there are no ties, the Jury Member-in-Charge



	<p>will immediately declare “RESULTS ARE FINAL.”</p> <p>If there are ties involving second place or fourth place, the Jury Member-in-Charge will direct the Referee to conduct the tie-breaking shoot-off until the tie is broken. If there are ties for both places, the fourth place tie will be shot off first.</p> <p>After the tie is broken, the Jury Member-in-Charge must immediately declare “RESULTS ARE FINAL.”</p> <p>At the end of the Semifinal, the Announcer will recognize the two (2) athletes who were eliminated, the two (2) athletes who will compete in the Bronze Medal Match and the two (2) athletes who will compete in the Gold Medal Match.</p>
Introduction of Bronze Medal Match	After the athletes are called to their stations, the Announcer will introduce the athletes who will compete in the Bronze Medal Match.
Bronze Medal Match	After the athletes are introduced, the Referee will instruct them to go to their shooting stations. After one (1) minute, the Referee will command “START” for the first athlete. The competition will continue in accordance with procedures given above until the bronze medal is decided. If there is a tie at the end of the match, tie-breaking procedures will proceed immediately.
Introduction of Gold Medal Match	At the end of the Bronze Medal Match, the Announcer will recognize the bronze medal winner and the fourth place athlete and introduce the athletes who will compete in the Gold Medal Match.
Gold Medal Match	Immediately after the athletes in the Gold Medal Match are introduced, the Referee will instruct the athletes to go to their shooting stations. After one (1) minute, the Referee will command “START” for the first athlete. The competition will continue in accordance with procedures stated above until the gold and silver medals are decided. If there is a tie at the end of the match, tie-breaking procedures will proceed immediately.
After Medal Match are Decided	<p>After the Jury Member-in-Charge declares “RESULTS ARE FINAL,” the Announcer must immediately recognized the medal winners by announcing:</p> <p>“THE GOLD MEDAL WINNER, WITH A TOTAL SCORE OF (SCORE), FROM (NAT), IS (NAME).”</p> <p>“THE SILVER MEDAL WINNER, WITH A TOTAL SCORE OF (SCORE), FROM (NAT), IS (NAME).”</p> <p>“THE BRONZE MEDAL WINNER, WITH A TOTAL SCORE OF (SCORE), FROM (NAT), IS (NAME).”</p>



9.17.4

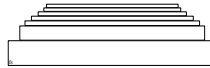
MALFUNCTIONS of SHOTGUN or AMMUNITION

- If the Referee decides that a disabled shotgun, or the malfunctioning of the shotgun or ammunition, is not the fault of the athlete, the athlete must be given not more than three (3) minutes in which to repair the shotgun or obtain another approved shotgun, or replace his ammunition. If this cannot be done within three (3) minutes, the athlete must withdraw.
- After the malfunction is corrected or the athlete withdraws, the Finals Stage must continue. A withdrawn athlete's final ranking will be determined by the total number of targets hit when the malfunction occurred.
- An athlete is allowed a maximum of two (2) malfunctions during the Final, including any shoot-offs in any Finals Stage, whether or not he has tried to correct the malfunction.
- Any regular targets on which any further malfunction occurs will be declared "**LOST**" whether or not the athlete attempted to fire.

9.17.5

PROTESTS DURING FINALS

- If an athlete disagrees with a Referee's decision regarding **HIT, LOST, NO TARGET** or **IRREGULAR** targets, he must act immediately before the next shooters fires, by raising an arm and saying "PROTEST".
- The Referee must then temporarily interrupt the shooting and after hearing the opinions of the Assistant Referees, make his decision.
- Any other kind of protest by the athlete or coach will be decided by the Finals Protest Jury immediately (9.17.2.6). The decision of the Finals Protest Jury is final and may not be appealed.
- If a protest in the Finals for any matter other than Referee decisions on **HIT, LOST, NO TARGET** or **IRREGULAR** targets is lost, a penalty of two (2) points shall apply to the first two (2) **HIT** targets.
- No protest fee shall apply in Finals.

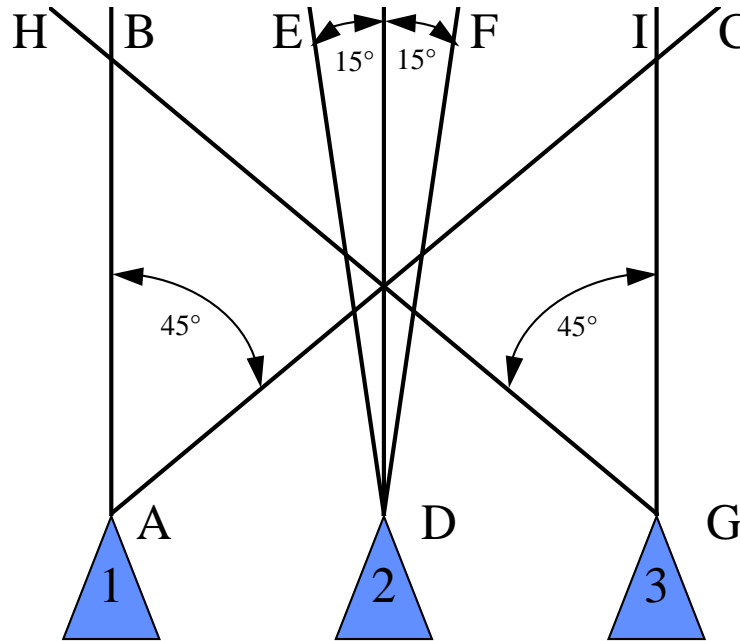


9.18

DRAWINGS AND TABLES

9.18.1

Trap Horizontal Angles



Maximum horizontal angles for first second and third trap in each group.

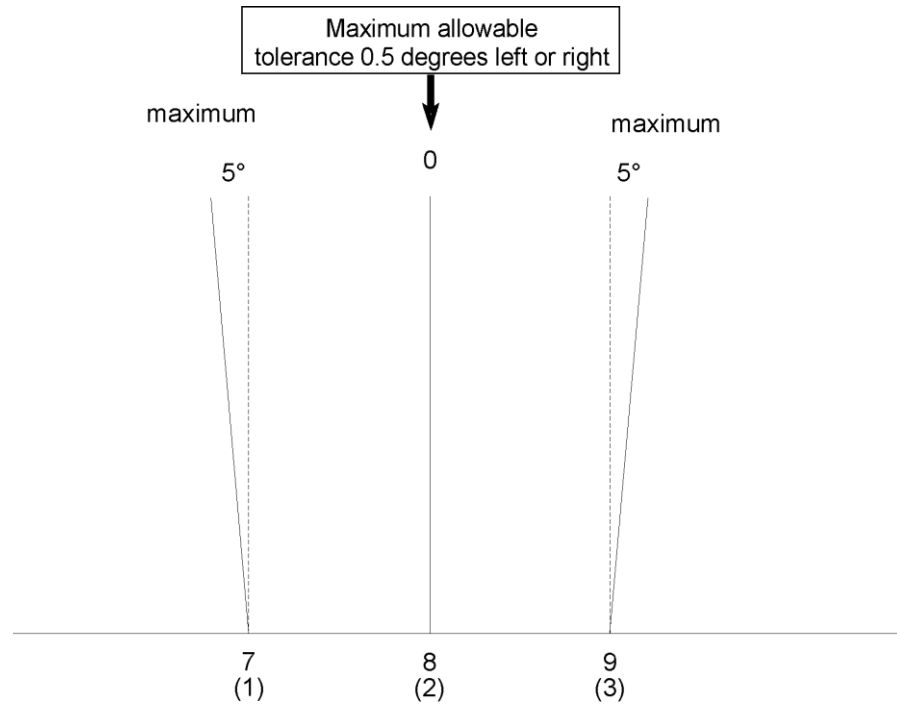
Targets from machine No. 1 must fall in area A B C.

Targets from machine No. 2 must fall in area D E F.

Targets from machine No. 3 must fall in area G H I.

9.18.2

Double Trap Horizontal Angles





9.18.3

TRAP SETTING TABLES (I - IX) Please note the new setting tables

Table I					
Group	Trap Number	Target Direction (degrees)	Height at 10 m over level ground	Distance	NOTE
1	1	25 R	2.00 m	76 m +/-1 m	
	2	5 L	3.00 m		
	3	35 L	1.50 m		
2	4	45 R	2.50 m		
	5	10 R	1.80 m		
	6	35 L	3.00 m		
3	7	35 R	3.00 m		
	8	5 L	1.50 m		
	9	45 L	1.60 m		
4	10	40 R	1.50 m		
	11	0	3.00 m		
	12	25 L	2.60 m		
5	13	20 R	2.40 m		
	14	5 R	1.90 m		
	15	35 L	3.00 m		
Table II					
Group	Trap Number	Target Direction (degrees)	Height at 10 m over level ground	Distance	NOTE
1	1	25 R	3.00 m	76.00 m +/-1 m	
	2	5 L	1.80 m		
	3	35 L	2.00 m		
2	4	40 R	2.00 m		
	5	0	3.00m		
	6	45 L	1.60 m		
3	7	45 R	1.50 m		
	8	0	2.80 m		
	9	40 L	2.00 m		
4	10	15 R	1.50 m		
	11	5 R	2.00 m		
	12	35 L	1.80 m		
5	13	35 R	1.80 m		
	14	5 L	1.50 m		
	15	40 L	3.00 m		



Table III					
Group	Trap Number	Target Direction (degrees)	Height at 10 m over level ground	Distance	NOTE
1	1	30 R	2.50 m	76.00 m +/-1 m	
	2	0	2.80 m		
	3	35 L	3.00 m		
2	4	45 R	1.50 m		
	5	5 L	2.50 m		
	6	40 L	1.70 m		
3	7	30 R	2.80 m		
	8	5 R	3.00 m		
	9	45 L	1.50 m		
4	10	45 R	2.30 m		
	11	0	3.00 m		
	12	40 L	1.60 m		
5	13	30 R	2.00 m		
	14	0	1.50 m		
	15	35 L	2.20 m		
Table IV					
Group	Trap Number	Target Direction (degrees)	Height at 10 m over level ground	Distance	NOTE
1	1	40 R	3.00 m	76.00 m +/-1 m	
	2	10 R	1.50 m		
	3	30 L	2.20 m		
2	4	30 R	1.60 m		
	5	10 L	3.00 m		
	6	35 L	2.00 m		
3	7	45 R	2.00 m		
	8	0	3.00 m		
	9	20 L	1.50 m		
4	10	30 R	1.50 m		
	11	5 L	2.00 m		
	12	45 L	2.80 m		
5	13	35 R	2.50 m		
	14	0	1.60 m		
	15	30 L	3.00 m		



Table V					
Group	Trap Number	Target Direction (degrees)	Height at 10 m over level ground	Distance	NOTE
1	1	45 R	1.60 m	76.00 m +/-1 m	
	2	0	3.00 m		
	3	15 L	2.00 m		
2	4	40 R	2.80 m		
	5	10 L	1.50 m		
	6	45 L	2.00 m		
3	7	35 R	3.00 m		
	8	5 L	1.80 m		
	9	40 L	1.50 m		
4	10	25 R	1.80 m		
	11	0	1.60 m		
	12	30 L	3.00 m		
5	13	30 R	2.00 m		
	14	10 R	2.40 m		
	15	15 L	1.80 m		
Table VI					
Group	Trap Number	Target Direction (degrees)	Height at 10 m over level ground	Distance	NOTE
1	1	40 R	2.00 m	76.00 m +/-1 m	
	2	0	3.00 m		
	3	35 L	1.50 m		
2	4	35 R	2.50 m		
	5	10 R	1.50 m		
	6	35 L	2.00 m		
3	7	35 R	2.00 m		
	8	5 L	1.50 m		
	9	40 L	3.00 m		
4	10	45 R	1.50 m		
	11	10 L	3.00 m		
	12	25 L	2.60 m		
5	13	25 R	2.40 m		
	14	5 R	1.50 m		
	15	45 L	2.00 m		



Table VII					
Group	Trap Number	Target Direction (degrees)	Height at 10 m over level ground	Distance	NOTE
1	1	35 R	2.20 m	76.00 m +/-1 m	
	2	5 L	3.00 m		
	3	20 L	3.00 m		
2	4	40 R	2.00 m		
	5	0	3.00 m		
	6	45 L	2.80 m		
3	7	40 R	3.00 m		
	8	0	2.00 m		
	9	40 L	2.20 m		
4	10	45 R	1.50 m		
	11	5 R	2.00 m		
	12	35 L	1.80 m		
5	13	20 R	1.80 m		
	14	5 L	1.50 m		
	15	45 L	2.00 m		
Table VIII					
Group	Trap Number	Target Direction (degrees)	Height at 10 m over level ground	Distance	NOTE
1	1	25 R	3.00 m	76.00 m +/-1 m	
	2	5 R	1.50 m		
	3	20 L	2.00 m		
2	4	40 R	1.50 m		
	5	0	3.00 m		
	6	45 L	2.80 m		
3	7	35 R	3.00 m		
	8	5 L	2.50 m		
	9	45 L	2.00 m		
4	10	45 R	1.80 m		
	11	0	1.50 m		
	12	30 L	3.00 m		
5	13	30 R	2.00 m		
	14	10 R	3.00 m		
	15	15 L	2.20 m		



Table IX					
Group	Trap Number	Target Direction (degrees)	Height at 10 m over level ground	Distance	NOTE
1	1	40 R	3.00 m	76.00 m +/-1 m	
	2	0	1.80 m		
	3	20 L	3.00 m		
2	4	15 R	3.00 m		
	5	10 L	1.50 m		
	6	35 L	2.00 m		
3	7	45 R	1.60 m		
	8	0	2.80 m		
	9	30 L	3.00 m		
4	10	30 R	2.00 m		
	11	5 L	2.00 m		
	12	15 L	3.00 m		
5	13	35 R	2.90 m		
	14	0	1.60 m		
	15	45 L	2.20 m		

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